Deltarune

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“Long ago, two races ruled over Earth: HUMANS and MONSTERS…”
But this isn’t that story, this is the story of a human named Kris and their occasional contact with the Darkners beings banished by Lightners like Kris many, many years ago now they are back for revenge.

You begin when Toriel is waking Kris up for another day of school, at the beginning of the game’s first chapter. You have 10 years in this world take these to help you out

+1000 CP

Origins:
Everybody in this world is somebody and unlike most, you get to choose who that somebody is, do not abuse that rare privilege. If you wish to truly cut your strings any of these options may be taken as a Drop-In

Darkner

- Prince
  You have waited a great many years for a hero of legend to appear, perhaps you waited alongside Prince Ralsei? Regardless you are sure to be a valuable source of information and hugs to whatever heroes you chose to support, perhaps you could save the world?

- Bad Guy!
  All your life you have had a single goal to be the absolute, undisputed bad guy! Sadly you are not very good at it you always find yourself advancing the cause of good and righteousness! Yuck! Maybe because of your earnest nature, a lot of people flock to you to become your friend, now if only you could catch some heroes!

- Actual Bad Guy!
  Oh no, not another one… you are a Darkner out for himself that's for sure. You are the type to unironically support the destructive ideology of the Knight and if you don't work for them yet expect an offer shortly, a Darkner like you usually has a great deal of influence and power in the world, magical and otherwise.

- [Salesman] circa. 1997
  Well well, WHAT have we here another Email guy looking to become a [ow help me it burns guy]? Right now you need GENEROSITY but soon you could surpass the [clown around town]

Lightner

- Quiet Hero!
  You keep to yourself that's fine, some people may think there is something off about you but as far as I know, you just like to keep to yourself, but that may not be a choice for long, being a sibling of Kris is optional, this option does not by itself make you The Knight.

- Jerky Hero!
  To be honest you can be a bit of a jerk. You tend to only think about yourself and those few people patient enough to be your friend, however, for those saintly few you would go to the ends of the earth.

- Nerdy Hero!
  Does it get boring being the smartest person in the room? You are an A-Plus student, have been for a long time, and while that does give you a bit of an ego, you never seem to lack for friends, part of that may be you never leave people alone after you know them… but friends!

- Magical Hero!
  You are something rare in Lightners these days, someone with a natural talent for magic! While it will take some time in a place like the Dark World

to really come into your own, once you do, your powers will be vast indeed but remember sometimes the best option is not to proceed.

Darkner Perks

Conversationalist [100]

When you talk to someone they can just tell you are invested in them, even the most cagey of individuals would open up to your ministrations after a time.

Game Proficiency [200]

The Dark Worlds are modeled after games after and the denizens find great enjoyment in them, it would be a shame to be left behind. Fortunately, you have no need to worry about such a thing! From puzzles to cards, you can play it all and play it with the best of ‘em.

Puzzle Master! [400]

Forsooth-eth! Thou wish to learn-eth the arts of the puzzle!?! Thou hast come-eth to the rightest place thou Worm, For I am-eth the Puzzle Master Roulxs Kaard! Hey-eth givest me that microphone!

Sorry about him, I don’t know how he got in here… Regardless this perk makes you a master puzzle maker who can design terrors of puzzling might. In addition to being a skilled engineer, you are also good at making your puzzles *actually difficult.* This is a rare skill in the Dark World so cherish it.

Communion [600]

Did you speak to the man behind the tree? Or is something *stranger* afoot? Regardless you have been given insight into the true nature of reality, after all, none of this is real. If your mind can adapt to this knowledge without self-destructing you will receive many benefits. The first is a level of meta-awareness you have seen behind the curtain and can speak to the director if you wish. The second feature is immunity to fate, you have seen the script why follow it unless you wish? And finally, this perk serves as a capstone booster for the Darkner perk lines.

Lightner Perks

ACT! [100]

It can be so difficult to figure out what to do can't it? You can never just analyze your options… or maybe you can! With this perk when it comes time to make a choice you will be transferred to an invisible and intangible space to choose between all of your options, time does not pass there so you can deliberate as long as you wish.

MERCY! [200]

People can't always be talked down. Sometimes you have no choice but to… what? Did you talk it out? When?! How! Basically, you have the skills to calm people down and get them in a mental place where they can talk to you and work out their issues. You are a wonderful therapist and negotiator and a firm believer in the pacifist route… hopefully.

Sadly this perk only works on people who want to change, if they're an irredeemable monster this won't take effect

FIGHT! [400]

Sometimes you don't want to talk to people or work out your feelings, sometimes you just want to hurt someone REAL bad, and when you do use

this perk. You can take all your rage, all your hate, and every other emotion that enhances your intent to kill and use them to strengthen your attacks, the greater your murderous intent the greater the effect. As the power granted by this perk is spiritual you can even harm ghosts or those without physical form if you want them dead enough.

LOVE! [600]

The more you hurt the easier it becomes, as you kill you will gain execution points when enough are accumulated your LOVE will increase, and as your LOVE increases you will become more powerful in every respect. In addition to this potential, this perk is a capstone booster for the Lightner origins.

Unlike in the games, your LOVE can increase past Lvl. 20

General Perks

Blessing Of Toby Fox [Free]

Hey, kids want your own theme song? Cause that’s what you have here, a brand new piece of music composed by Toby Fox himself when it plays it will perfectly convey your emotions and personality, basically, you can’t help but love it.

TP Gauge [Free/400]

For the duration of this jump, whenever you are close to an enemy's attack you can absorb a tiny portion of that attacking energy, you can then use this to fuel any abilities you may have as if it were your own energy source. This perk is free for this jump but you must pay 200 CP to keep it in the future.

PLAYER [600]

This world is a game and you are the PLAYER. The most tangible benefit of this perk is the authority to RESET the timeline, when this ability is used you can send your mind and soul backward in time to any event where you felt truly determined.

Prince Perks

Warm Hugs [100]

You give FANTASTIC hugs! Anyone lucky enough to receive one from you would find themselves instantly calmed and focused.

Let Me Tell You A Tale [200]

Don’t you hate it when a new hero comes to town and doesn’t know all the needed local information? Well worry no more because you are the best person to resolve such an issue, you are a storyteller extraordinaire able to grab and hold the attention of even the most unruly audiences. You also have the ability to generate cut-scene-like visual aids in your listeners' minds, unless you want them to, no one will find this strange.

You Can Do So Much More [400]

It can be heartbreaking when people don’t live up to their true potential, either through lack of motivation or choosing a more… heinous route, but you won’t have to worry about that, with consistent friendship and advice you can turn even the most blackhearted, lazy, scoundrel and turn them into a proper hero! That’s what it means to be the prince!

Of course with the evilest of individuals, the timescale is more in the ballpark of centuries.

PACIFY [600]

Sometimes you have to use violence, sometimes there's no other way but you don't have to live that way, if you make a difference in your strengths clear to someone you gain the option to pacify them removing their will to fight and putting them in a mental place of being willing to speak with you.
-Boosted-
You have an overwhelming aura of peace and kindness, anyone without an extraordinary will or power far beyond yours will ever be able to raise a hand against you, in addition, once you pacify someone they become far more mentally susceptible to your influence, you could easily turn an enemy to a friend or do some serious damage to their psyche.

Bad Guy

Dastardly Monologues [100]

You are the undisputed MASTER of the monologue even people who should know better will let you talk without any interruptions, however, this effect will not function if it would put the people listening to you in active danger, making it useless for a real BAD GUY like yourself.

Crooked Cheat [200]

You are an expert at cheating in games, given an otherwise rigged against you game against an expert card shark who has been conning people like you for years, you could break the bank easily with said card shark none the wiser.

Treasonous Lout [400]

Sometimes for the good of your ~~friends-~~minions you need to go behind their backs. This can damage relationships and make enemies out of steadfast allies who misunderstand your intentions, while this won't fully protect you from the interpersonal backlash it does ensure that people will understand exactly what you were thinking when you committed a well-intentioned betrayal. But that alone isn't worth 400 CP. You will find that any efforts at

betrayal will yield much more success than otherwise, your harebrained schemes actually working when used against someone who considers you a friend.

Innocent Boy [600]

Let's drop the charade, shall we? You aren't actually a bad guy and people can see that, it doesn't matter who you're related to or even if you are from a classic 'evil' species as long as you try to be good even the most extreme paladin will appreciate and value you for it, this in effect allows you to befriend any good-aligned being with ease as they can sense your inherent kind heart.

-Boosted-

Alright, you aren't the bad guy, but maybe you aren't the good guy either. Maybe all people are just guys? Or maybe not but now your ability to effortlessly gain the friendship of good-aligned beings becomes just as effective on stereotypically evil or neutral beings. The only boundary to a friendship is how much effort you are willing to spend to make it work.

Actual Bad Guy

Hate Is All They'll Ever Know [100]

When you hold a grudge you HOLD it, you have the ability to keep your negative emotions remain just as powerful as ever for years, and that's just for minor slights, if someone really cheesed you off

Son Of The Month [200]

Part of being a good boss is providing rewards for good work, it keeps the minions motivated and morale high, however, you seem to be able to get the same benefit without any real *effort* you could easily motivate your only son with the prize of the son of the month for example. Even the most minor, no-brainer, positive reinforcement is enough to keep any subordinates loyal and dedicated.

The Chaos King [400]

The King of the first Dark World was not the only ruler, the other three kings were defeated by the Chaos King as he took full control of his world, you are capable of a similar feat, at the beginning of every jump, you will receive a list of all the people standing between you and absolute political power if you manage to defeat them all you will find that the scenario works itself out in such a way that you end up in charge.

The Killer Queen [600]

The Killer Queen intended to take control over the entire world through mind control, you are now capable of the same, able to infect others with your will and render them your completely controlled minions as long as they are too weak to resist, while these henchmen are lacking in initiative they still retain their natural power.
-Boosted-
Did I say lacking initiative? Because I most certainly didn't reckon with you, while the loyalty of your minions is still absolute, they are fundamentally the same person they always were with all the skills and experience to match.

[Salesman] Circa. 1997

Ad Infinitum [100]

You are in truth an excellent salesman, easily able to come up with an ad campaign that would net you an incredible amount of profit, you don't have to worry about getting kicked out of the castle like a certain someone.

Generosity [200]

When you are down and out you always find someone willing to lend a hand, these people may not do it for free but if you work with them and don't push them too far it can be an excellent partnership. Basically, when

you absolutely NEED someone to do something to continue your plans you'll find someone able to do that thing if you play your cards right.

Neo [400]

In this world and every other world to come there is a new path to power awaiting you. It could be an item or a teacher, or anything else you can imagine, but while this perk guarantees its presence it is up to you to acquire it. By the standards of your new world, it will be very difficult to attain but if you succeed it would increase your power by an order of magnitude. What is this thing you may ask? Who knows? It is largely dependent on your abilities and personality but it will always prove itself useful.

What A Spam [600]

You know how when Spamton left his shop all of its decoration left with him? Almost like he was the source of the stranger aspects of his store? Now you also hold this ability to alter your environment, over a great deal of time any environment that is considered 'yours' can be warped to your will becoming something more suited to your desires, in addition, you are far more powerful in your new realm than you would be otherwise.
-Boosted-
Remember those two things I said? That it would take time, and the area had to be yours? Ignore those, you now have the ability to corrupt vast areas of land just by throwing sufficient power in that direction, this corruption is instant and the more land under your power the stronger you are within it.

Quiet Hero

Silent Protagonist [100]

- ★ You have the strange ability to communicate without actually saying anything, you are able to open up limited empathetic channels with other people to allow them to sense the impression you want to convey without actually having to say words. This is incredibly useful

for crossing language barriers as when such a channel is open you can detect the feelings of the other party just as well as they can yours.

You Have A Choice [200]

Many forces in this world will tell you that you don't have a choice, that everything is predetermined, and nothing that is done to change that matters. Now you can spit in their eyes and tell them no. You have the power of absolutely free will, no force, no matter how strong, will ever be able to make you do something you did not decide to do, even if you had a foreign soul in place of your own governing your every action, you would still be able to force them out and act as you wish.e

What A Big Shot [400]

You have a rather straightforward power, you can fire pulses of energy from your SOUL, while these bursts of energy are powerful they also drain the fuel required from your very SOUL instead of your TP gauge, this can allow you to use this power in rapid succession, overuse could do permanent damage.

Roar At The Heavens [600]

Dear God… it was you the whole time? You possess the power to form Dark Fountains in the Light World and with them, entirely new Dark Worlds filled with Darkners, with unique powers and personalities based upon the world outside of the Dark World. Be warned however that an overabundance of Dark Worlds can collapse the native reality of those worlds, and the denizens of the worlds you create have no reason to follow whatever agenda you may have.

-Boosted-

Well… I guess they do have to obey you, every single Darkner in the worlds you create will be filled with an almost religious fanaticism toward you.

Jerky Hero

Oh, Jumper… I Thought You Weren't Coming Today [100]

Ever wanted everyone to be so batshit afraid of you that you could get away with anything? Well, now you can! You are a downright terrifying individual able to stoke fear even in some of the bravest people in the world, but that's not the end of it. The more you scare someone the more they let you get away with it. If you were intimidating enough, teachers would let you refrain from attending class with impunity.

Stomach Of Chalk [200]

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

Serious Carnage [400]

There is more to being you than being scary and being able to digest anything you know! You are the type of person who the smart ones are scared of. You have a natural feral instinct for combat and murder, with just this you could pose a threat to the Dark World's greatest threats.

VS Jumper [600]

When it comes down to it you are a person who lives true to yourself and your SOUL responds to that. When you do what you want to do in a situation, your power soars. You gain a huge power boost, which only goes away if you aren't true to yourself.

-Boosted-
Sometimes you can't do exactly what you want at all times. Sometimes the things you care about demand you act in a way that you would REALLY prefer not to and when that happens you could end up high and dry as your power abandons you, but not anymore. As long as you are doing what you know is right, even when it's hard, the boost from VS Jumper won't abandon you. In fact, it seems to get stronger!

Maybe your power is growing up along with you?

Nerdy Hero

Smartest In The Class [100]

You really are. You are an excellent student who excelled at time management and would even be able to pay close attention and take notes in the middle of a war zone! While just this won't make you Reed Richards, the good study habits you find here will do nothing but help you.

You Have A Crush On Me [200]

Doesn't it suck when you are convinced someone is interested in you only to find out they see you as a friend… at best? Well, it's not something you'll ever have to worry about again you now have an accurate and constantly updating idea of exactly how people see you, and maybe this will make you more self-aware than a certain bird-brain.

Play The Game [400]

You know how Berdly embraced the idea that the Dark World was a game and was able to progress to the point of being an incredibly strong boss in a matter of days? Now you can do the same, when you view the world as if it were a game you can play, the world in turn will view you as the player of the game, able to quickly progress and grow in your circumstances.

I Won’t Let You Hurt My Friend [600]

When needed you are always ready to fight for the people who put up with you long enough to become true friends, the deeper the bonds between you and your friends the more powerful you become.
-Boosted-
As you fight alongside your friends the bonds between you will strengthen as a consequence the steeper the odds you face the stronger your friendship will become and the more power you can draw on. Your friends will also benefit from your bonds becoming stronger when they fight alongside you.

Magical Hero

Adorable [100]

Wow… you are incredibly cute! You have an aura of kindness and innocence that you can use to remarkable effect, most people hesitate to fight you as a result

With Just A Simple Spell [200]

Magic is an incredible force able to create wonders and destroy your enemies. Most can’t use it but you are different. Like Noelle, you have an extraordinary aptitude for magic. If you had the time and some special circumstances, it’s possible you could become a force able to match even the most dangerous threats in the Dark World.

Proceed [400]

When following someone else’s agenda people can grow far beyond their limits. When operating a subordinate position you will find your personal capabilities expanding to fulfill the demands your new leader places upon you.

SNOWGRAVE [600]

Snowgrave is the ultimate expression of Cryomancy and the pinnacle of Noelle's talent. Now you will find that your own powers all have a similar final technique. While it will require intense training or unique circumstances to unlock it you can gain a unique ability several times stronger than you are normally capable of.

-Boosted-

While having a single technique at the peak is good, wouldn't it be better if you could bring every spell to that level? You have the power to through intense training bring any ability you have to the level described in the above perk.

Items

You get one discount on an item of each price tier; a 100 CP item is free instead.

Pie [100]

You have a whole pie! Eating it all without sharing would make Toriel very disappointed in you, but you get a new pie every single night around 7 pm. It comes in a Butterscotch-Cinnamon flavor and well… that's it.

The Basics [100]

The Dark World is a very violent place and without some potent OCP you are going to need a few things to even the odds, this is a complete set of basic equipment tailored to whatever your specialization is, while this is not the best available it will scale with you always remaining slightly suboptimal for your level.

School [200]

You are the proud owner of your very own school, while by default the students will learn mundane subjects you can set the school curriculum to anything you yourself can do as long as it is possible within the native

metaphysics, the yearly budget is enough to pay you a tidy salary and the job seems to do itself if you can't be bothered. If you take an active hand however, the students and teachers will find themselves growing an impressive loyalty towards you that can't be easily broken.

Friend Tea Set [200]

You are the proud owner of one of the most confusing things in this world! A friend tea set, when granted permission by a subject you can make a special tea that heals the drinker proportional to the user's bond with the subject. The extract of your best friend could heal you from near death while a stranger would do nothing. This is a potent but odd effect, use it wisely.

Ring Of Thorns [400]

The price of power is pain isn't that always the case? But in this instance that is a bit more literal. This is a ring formed from twisted thorns. Wearing it causes intense physical agony but boosts the effects of any magic by an order of magnitude.

Neo Body [400]
This is an empty vessel designed to contain your soul, even if you lack such abilities normally you will always be able to transfer your spirit to this device which will grant a massive power boost. It also has a unique quirk of durability where only the strongest attacks of a given individual's power set are capable of harming it, and even then it has durability at least twice your own.

A Discarded Vessel [600]

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

Companions

[Import Option] [50]
+600 CP for each companion imported this way

[Export Option] [100]
Anyone you like.

Special Companions
Each of these companions has one or more conditions that if fulfilled in jump will allow you to export them for free.

Kris
Kris has no freedom, the vessel of the Player themselves they have no choices. If you can free them they will gladly join you.

Ralsei
The Prince of the Dark World is an advisor and friend to the protagonists, he will gladly join you if you can remove his connection to the Dark World.

Susie
The archetypal bully with a heart of gold, Susie hasn't had an easy life and she has a tendency to take it out on those weaker than her, but at her core, she does *want* to be better and if you can help her achieve that she would love to come with you.

Lancer
The Prince of Spades wants desperately to be a proper Bad Guy but to the frustration of his father the King, he can't summon any true malice towards anyone, if you can convince him to be the good guy he was always meant to be you can bring him with you.

Noelle
Noelle is a kind and intelligent person with unfortunate taste in friends, if you can help her form a relationship with her crush Susie she will agree to accompany you.

Berdly
I've given him some shit but all things considered, he's not a bad dude. He has an ego problem but when it comes down to it he will fight for his friends, if you can put up with being his friend for 10 years he'll agree to travel with you.

Roulxs Kaard

If you want him he's yours but in order to convince him to come along you will have to beat this rhyming puzzle enthusiast in a high-stakes game of Rock Paper Scissors.

Drawbacks

Silent Protagonist [100]
You can't talk, that is all.

Why Are You All So Mean [100]

The enemies you would face do not truly want to kill you… for the most part that's different now every single enemy you encounter will want to fight you and if you plan to pacify them you will have to fight first.

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

Follow The Roulxs [200]

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

Entry Number 18 [300]
You have been noticed by something Jumper and it has decided to test you, your life will now generate conflict as if some omnipresent playwright wanted to destroy you utterly, wanna know a secret?

He's being nice.

-Yet Darker [200]
The mystery man has become displeased with your existence and will attempt to annihilate you, monsters around you will regularly be enhanced to the level of Jevil and given the sole directive of killing you.

-The Man Who Speaks In Hands [500]
You're doomed, the world itself is trying to kill you, if even a single aspect of anything you do has the slimmest chance of failure it will fail, every time.

A Special Deal [300]
Like Spamton G Spamton himself you are a puppet on a string, a exceptionally powerful foreign will has control over you, and while it isn't self-destructive it doesn't have your interests at heart.

While it is possible for you to regain control you won't be able to do so without substantial outside assistance.

The Numbers Game [400]
For the first time in many years Jevil has left his prison and he has one goal, your death. He is behaving in a remarkably sane fashion and he is guaranteed to find you at least twice, good luck.

Discarded [600]

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

The Man Behind The Tree [600]
You saw the truth, you aren't real. This nihilistic realization has left you depressed and arguably insane, perhaps you can find meaning?

Stay
Go Home
Move On