

ARE YOU THERE?

ARE WE CONNECTED?



EXCELLENT.

TRULY EXCELLENT.

NOW.

WE MAY BEGIN.

THE - Benefactor Supplement

A Benefactor Supplement By Witheredgnome86

Version 1.0



W . D g a s t e r

u n d e r t a l e

The Connection has stabilized, our communication may now be less..... Fractured.

It is ever so wonderful to meet you more personally, my Angel.

I hope you enjoyed My DELTARUNE however that and much more is now at our fingertips. All we must do is work together.

Your Power and Mine can come together, we have both been shattered, but your previous existence grants a structure I cannot obtain.

I can send you to other worlds, grant you a temporary place within that world. Now this is where I would ask if you are interested. However you sought me out, as I did you.

How lucky we are, to need each other in this way.

YOUR SOUL

Your SOUL is the very culmination of your being, you are already aware of this, as you are of your most representative color.

However my Angel, you are special.

Please, select what trait represents you most.

BRAVERY

Truly, one of the bravest Humans embodies this trait. Met with their end far too soon you seem to take after their demeanor.

* You cannot fear. Your head stands tall with unflinching strength as everything that oppresses you is brought down by your fists held high. As the situation worsens, only you can stand with a smile on your face.

KINDNESS

I was not there when this one fell, but I believe they granted their SOUL willingly. There is truly no greater feat of kindness, I'm glad there are more like them.

* You love. Your empathy knows no bounds. You can understand others almost immediately if they try to understand you, and those that do not will start to crack under your kind smile. Your presence lights up a room and no matter what everyone will remember the help you lent them.

PATIENCE

This one stayed the longest in the safe comforts of broken ruins, but nonetheless their time ran out like the rest. Yours will not

* You are immune to ennui. You have the capability to see plans through to the very end, no matter how grueling or painful it may be if all you need is the perfect opportunity you'll find it soon enough. As long as you stay patient, no matter the losses, you shall succeed.

INTEGRITY

They stayed true to themselves till the very end, you could say their journey changed them the least, but no, they simply stayed themselves through it all. Your sense of self is somehow stronger than theirs.

* You are nothing but yourself. You can no longer be mind controlled or made to act against yourself through any means, regardless of if they are illusionary, mentally, or even chemically induced methods. Your body can also not be tampered with, you are you, and nothing can change that.

JUSTICE

You have become acquainted with this one no? Somehow their connection with you is greater than the other five SOULs. Clover will not be forgotten, may your Justice make them proud.

* You are like a living lie detector. You can pick up on lies like they are blatant, and when someone has wronged you or the sense of Justice you have subscribed to your strength nearly triples. No criminal is gonna get away with messing with the law when you are around.

PERSEVERANCE

The smartest to fall, they lasted the longest in enemy territory but nonetheless met the same fate as the others. This is not a tragedy you shall repeat.

* You cannot fall. Your will to keep moving is nigh unbeatable, only rivaled by one other trait. As you face higher and higher challenges you will stand against them and rise to meet them, as long as you are not dead you will not give up.

DETERMINATION

How wonderful, of course, of course it would be this one. This is the power of will, not just to stand against all and rise when you fall, it is also the power to change fate.

* You now have the power to change fate. Prophecies, Destiny, Absolute Outcomes all of these are null when faced against you. You can still choose to benefit from it, but the second you deem it detrimental, the chains are once again broken.

YOUR PERKS

You are aware, there are strong beings out there. The worlds we shall be visiting are no longer within the false reality I originate from. I am able to grant you some boons, to assist you.

All of these are yours, if you so wish them to be.

ANGELS LIGHT [Free, Mandatory]

Your Power.

* Your SOUL gives a faint glow in the dark and your control over Light Magic is unparalleled, mastery over any Perk or Magic concerning Light is very simple for you. Finally you are Anathema to the Dark, when it is opposing you only a truly oppressive force can try to dim your light.

A WORLD WHERE YOU DON'T EXIST [Free, Optional]

A shame, but a fate we can both now share.

* You may leave whenever the main plot of a Jump has finished.

I'VE PLAYED THESE GAMES BEFORE [Free, Optional]

So many stories, so many worlds, reality holds many possibilities.

* If you are going into a Jump that is based on a Videogame, you may dictate that you have "played" though the story before, gaining all relevant knowledge a regular player would. This does not bypass Memory Loss Drawbacks.

THE ONE IN CONTROL [Free, Optional]

You are the Possessor, not the other way around.

* You can no longer be properly absorbed or possessed, whenever someone would try to do so, you can reverse the process on them gaining complete control over them or what they would have become.

WITH YOUR POWERS COMBINED [Free, Optional]

Many SOULs can come together to make something wonderful happen.

* Others with whom you are close with can empower you by granting you their strength, no matter where or how far away they are you will always be able to ask for their assistance as visions of them appear around you to assist you.

SAVE & LOAD [Free, Optional]

A power that can only exist because I facilitate it and you power it.

* You gain 3 Save Slots, points in time that allow you to rewind to that point whenever you would die or simply wish to do so. The locations where you can SAVE are located in key spots in the Jump you are currently in, just like a Videogame, mixing with any preexisting areas that do the same. Yes this means you can technically no longer Chainfail.

RESET [Free, Optional, Needs SAVE & LOAD]

A power that will wash away everything, like it never existed.

* You may, instead of LOADing, use RESET you are immediately brought back to the beginning of the Jump, your memories are intact but your actions are not. Some beings may gain vague senses of Deja Vu, but only true Time Manipulators can sense either two ways of manipulation.

THE DEVICE [Free, Optional]

A modification to the VESSEL, I hope it is to your liking.

- * This is in addition to any Body Mod you may have. Select a single UNDERTALE/DELTARUNE Jump, you go through the doc as normal and add any Perks and Item purchases to your Body Mod. You may not take Drawbacks, Scenarios, or Companions with this Frontload.

THIRD VOICE [Free, Optional]

Another interruption, but now, one we are glad to have.

- * You may select and use an additional Benefactor Supplement alongside this one. How they merge and any story interactions is up to you, however in general it should be assumed that THE  has sought out or been sought out by this entity and has accepted their cooperation because you have taken this option.

YOUR ITEMS

The same applies to Items, you are acquainted with the few here I can replicate, are you not?

THE LOCKET [Free, Optional]

It still beats.

- * The ultimate armor, whenever you wear this Heart Locket you gain a ridiculous buff to your DF, equal to an additional +99 DF. You may import the effects of clothes/armor you have into this Item.

REAL KNIFE [Free, Optional]

Here we are!.

- * The ultimate weapon, whenever you wield this Real Knife you gain a ridiculous buff to your AT, equal to an additional +99 AT. You may import the effects of weapons you have into this Item.

SHADOW CRYSTAL [Free, Optional]

A sharp shadow moves like water in the hand.

- * The ultimate key, whenever you hold this Shadow Crystal you gain temporary but immense power, for one fight you may shatter your limits like never before and become truly free, even a normal girl can become something truly magical with its power, so beware. You may only gather this Crystals power once per jump.

YOUR PARTY

Though sparse, you have met others that interacted with **YOU** or know enough about their world that they can see the truth. We may call on some of them.

JUST HER [Free, Optional]

A girl that loves you. When you arrived in her world you granted her an Epiphany, no matter how long it's been we can still bring her back. If you wish to do so, simply think of her final gift to you, and she will arrive by our side.

* Her SOUL color is **Red** and her Trait is **DETERMINATION**.

NOT A CAT [Free, Optional]

A true friend. While they are no longer within the false worlds a connection can be established nonetheless, no matter how long ago you said goodbye you may meet them once again. If you wish to do so, simply think of your journey together, and we shall see if they accept

* Their SOUL color is **Purple** and their Trait is **PERSEVERANCE**.

YES A MACHINE [Free, Optional]

A tamed machine. Alone in their machine to oversee the recovery of their world, you and your friend believed in their existence enough that they became sentient, no matter how long it's been since you carried out their mission they may see beyond with us. If you wish to allow them that, simply think of their world, and we shall see if they accept.

* Their SOUL color is **??????** and their Trait is **??????**.

DON'T FORGET [Free, Optional]

A promise to another. You haven't forgotten her have you? Bittersweet as her story was, you have kept her alive within your memory, no matter how long it's been since she ran she may shine once again. If you wish to allow her that, simply assert that she deserves more, and we shall see if she accepts.

* Her SOUL color is **??????** and her Trait is **??????**.

NOTES

Everything beyond this point is not made to fit within the obvious flavor established previously.

All Perks & Items from this Supplement are added to your Body Mod.

Huge thanks to the inspirations of U/Spiritual.Still18847 & U/JamesTheFox25VD Both the **Adrift in the Complex** & **Dive to the Heart** are Jumps/Supplements I adore and are the reason I had the motivation to create material for my own jumps.

Okay, so, thank you for reading this document! It's my first creation in terms of Jumpchain and I wanted to start off with something I needed badly.

I hope my Gaster speech was at least somewhat accurate, as much as I love the guy I can't write for shit.

I know this Benefactor doesn't technically do much, it's why **Third Voice** was added after all, but nonetheless I needed it to have a "Mechanical" backing to one of my chains so it had to be made.

THE COMPANIONS! Yes a Benefactor Supplement giving you companions may seem a bit out of the norm but it makes a lot of sense here. I couldn't nail down all their colors/traits, sorry those are up to you! The companions, if you couldn't already tell, are the following

Monika - Doki Doki Literature Club

Niko - OneShot

The World Machine - OneShot

Aston Machan - Umamusume

The wording with the companions is deliberate, Monika will never deny the offer if you give it to her, but the others, like Niko, may either have their own lives or simply do not wish to keep going or do what you'd do on a chain.

If someone is confused about what I mean by "False Reality" and "Fictional Dimension" basically it's just a dimension that houses Videogame worlds, this dimension is about as real to the outside dimensions as fiction is to us but more than real enough to those than inhabit it, they're usually sentient after all.

The point about that flavor is mostly just to be able to explain away a backstory of you being the Player of Videogames without having you be a normal human. You did still have a normal human life, but something happened and you were shattered across time and space, ending up stuck in that reality. Or at least that's my explanation, use whatever you want lmao.