UNDERTALE JUMP

Version 2. Yellow Update

Long ago, two races ruled over Earth:

HUMANS and MONSTERS.

One day, war broke out between the two races.

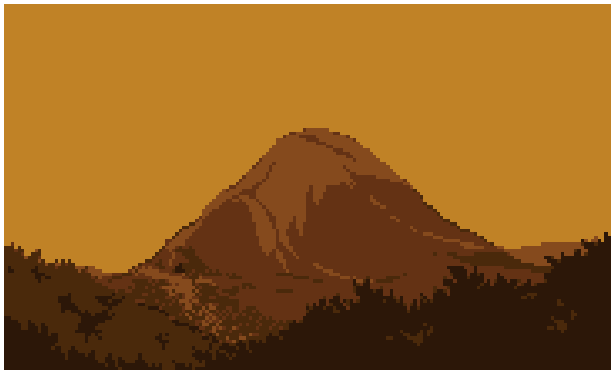
After a long battle, the humans were victorious.

They sealed the monsters underground with a magic spell

.

Many years later...

MT. EBOTT, 201X. years



Legends say that those who climb the mountain never return.

One human child will try, and forever change the fate of humans and monsters...

WELCOME to Undertale. That lovely little RPG where no one has to die. Well actually welcome to the underground. How was your fall? You are going to be here for a while. How long? Well, that depends on YOU! though by default you will be spending about 3 weeks here that's how long it will take for Frisk to complete their journey. Though despite its laid-back vibe and friendly inhabitants the underground is still dangerous. So here have these to help you on your journey.

* You Received 1000 CHOICE POINTS

Now get out there and have fun!

Origins

Your gender stays the same, or you can pay 50 cp to change it.

Drop-in (Free): You don't really have any sort of history in the Underground. You just kind of... Show up one day, and assert yourself. You have no memories or really any idea of how things work around here, but I'm sure somebody will be glad to show you the ropes. That flower with a face might help.

Caretaker (Free): A gentle and kind soul, you take care of your home and your friends. Learning under Toriel you have learned how to care of things and look after areas. It kind of your job to do so after all. Also she will be telling you what your perks do

Comedian (Free): A Funny Guy. Though there is more to you than people think. But for the most part you are a laid guy who tells jokes. But woe be unto those who actually make you angry. Sans has taught you everything you know about your job and he will be telling you about your perks

Sentry (Free): A Royal Guard to be! You are not in the Royal guard yet, BUT YOU WILL BE! Just need to complete your training by looking out for humans. The-I THE GREAT PAPYRUS HAVE BEEN TEACHING HOW TO BE A GREAT SENTRY...NOT AS GREAT AS ME OF COURSE. I SHALL TEACH YOU WHAT YOUR PERKS DO!

Royal Guard (Free): The protectors of the citizens of the underground. The heroes and champion of monster. The Royal Guard! You have been trained how to fight, how to wear armor and of course how to catch humans. Undyne has taken you under her wing and she will be telling you how your perks work

Scientist (Free): Technology is something of ever-increasing importance in the underground, and the scientific community is something actively cultivated by the crown. There's even an official position for Royal Scientist! While you may not be the Royal Scientist, you're a scientist all the same, and while most of your work involves reverse-engineering human technology, you still have plenty of time to do your own research... Nerd. But hey you studied with Alphys so maybe that's par for the course

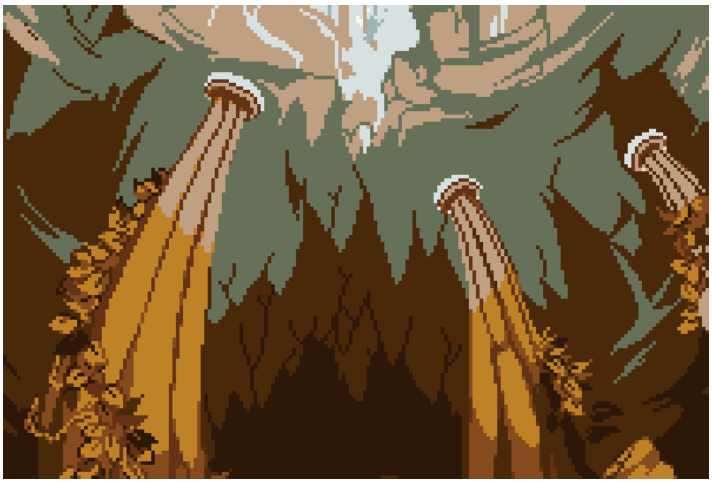
Leader (Free): Besides Asgore you are the one is calling the shots. Let it be as a mayor, or as an advisor, you are also a leader in the underground. You went to Asgore for advise and he'll tell you how your perks work.

Entertainer (Free): The underground has issues but that doesn't mean there isn't someone who can brighten there days. A star! An Actor! OH YES! You have been working with Mettation behind the scenes and now he decides to bring you into the spotlight.

Fallen Human (200cp): What's this? You're not a monster at all. No, you're a human child. You fell in the underground, for whatever reason and you are now stuck in here for now. Your abilities are a bit special so I will be the one to describe them to you.

Location

Roll 1d8 for your location. If you're unhappy with it, you may pay 50 cp to choose manually.



1. **Ruins:** Originally known as “HOME” This place is nothing more than a shell of its former glory but it is still a marvel in its own way

2. **Snowdin**: A town of ice and snow. Kind of like a Christmas based city. Don’t ask how there is snow underground. Short answer Magic. The Great Papyrus and his brother sans live here.

3. **Waterfall:** The swamps of Waterfall are temperate and vast. And very wet, if the name Waterfall didn't get that across. It's a strange place full of bioluminescent plants, glowing water, and interesting rock formations. Not many people live here, so this place is like a wildlife reserve crossed with a history museum (if history museums were full of muscular seahorses).

4. **Hotland:** As the name would imply, Hotland is, well... Hot. The hottest place in the underground, actually! A vast lake of magma full of whooshing steam and cogs, Hotland is a hotbed of geothermal activity (pun unintended). In the center is the CORE, the power plant that powers the entire underground- And next to that is MTT resort, the best hotel in the entire underground.

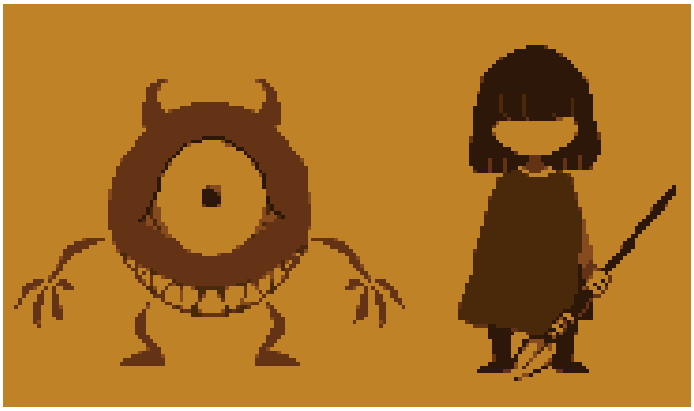
5. **MTT Resort:** OH YES! The Best Resort in the all of the underground….well it’s the only resort in the underground…and its more of a hotel than a resort but still! A great place to take in such commodities such as food and merchandising endorsed by Mettaton.

6. **Core:** A large labyrinth like area that surround a large generator that provides power to the entire underground

7. **New Home:** A gray and white town with Asgore’s Castle over seeing it.

8. **Free Choice:** Take your pick

Races



Well you will also need to choose what race you are when you arrived here.

Monster (Free): The premier race of the underground! Monsters are quite the diverse bunch. Ranging from a vegetable to an eye with arms and legs to an anthropomorphic goat! No matter what they look like, though, the rules of how they work are generally the same- They typically have four limbs, either two arms and two legs, or four legs. They have around the same physical capabilites of humans, though monsters can become much physically stronger. Magically, however, monsters are much more capable. In fact, it's literally part of who they are!

Monsters roll 1d8+17 for their age.

Dog (+100 cp): You are a dog monster- In all likelihood of the white and fluffy vareity, but you can choose to resemble any kind of dog you like. You can also choose the exact degree of your anthropomorphism. However, whatever you look like, you're still a dog- and thus easily distracted by thrown sticks and easily placated by well-placed petting. You will not be able to circumvent these weaknesses so long as you remain a dog, and will not be able to avoid them at all for the duration of the jump.

Dogs roll 1d8+4 for their age.

Temmie (+200 cp): h0I!!! Temmies are... A very peculiar species of monster. Small, quadrapedal Cat-dog-things possessed of a poor grasp of the english language, Temmies are very, very strange. They have extendable limbs and detachable faces (In fact, they seem perfectly capable of operating as normal without their faces). However, they're also almost universally childish, unintelligent, unobservant, and forgetful- If you become a Temmie yourself, you're liable to forget simple things (Including how your powers work, even those innate to you as a Temmie) and lose track of what you're doing whenever in Temmie form. Even intelligence perks won't help you- They make tem brains hurt. You'll also be extremely nonthreatening, both physically and verbally. And you'll be named Temmie.

Temmies roll 1d for their age.

Hi, I'm Bob (200 cp, Requires Temmie): You are an especially intelligent Temmie, capable of speaking proper english and having a name that isn't Temmie. With this, you essentially get your prior intelligence level back, and have no issues using your powers.

Bobs roll 1d4 for their age as well

Boss Monster (200 cp): Okay this one is a bit special. Humanoid monsters resembling anthropomorphic goats with white fur and sharp canines, Boss Monsters are the zenith of power that a monster could achieve on their own and the royalty of the monster kingdom. Tougher, stronger and their magic is more potent. They are also ageless. After reaching a certain age, they stop ageing. At that point, the only way the age is by having children. As the child ages, the life essence of the parents' flow through the child. Eventually dying of old age. There only two that are around at the moment Toriel and Asgore.

Boss Monsters roll 5d20+100 for their age.

Human (Exclusive for Fallen Human): Humans in this setting are largely like those you'd find anywhere else- Average in all human measures of strength, stamina, and deficient in magic. That being said humans are more durable of than monsters and can use large amounts of Determination without an detriment to their bodies.

Humans roll 1d6+6 for their age.

If you're unhappy with your age roll for whatever reason, you may pay 50 cp to choose your age yourself.

Perks

Okay perks here have the same rules as usual but each origin has a bonus perk that you get by purchasing every perk available for that origin

General

Blessing of Toby Fox (Free): You have an original, personal musical leitmotif composed by the one and only Toby Fox in his signature style. Or rather you have three musical motifs in the style of Toby Fox and a musical motif for your warehouse. You also can have the music from Undertale and any fan covers to play, either in your head or out loud.

Power of the Soul (400 CP): Everyone has a soul in this world. But very few can draw out its power. With this perk you can. Whatever magical abilities you acquire here is now doubled. The power of your soul grants you a minor healing factor. Healing bruises and shallow scratches in seconds. But the big one here is that this is a capstone booster. Also certain perks gain additional abilities depending if you have this or not.

Drop in

HOWDY! I'm Flowey. Flowey the Flower. Gee that Jump Maker sure is something! Making an Undertale jump. But it looks like that you're new here…DON'T Your good old buddy Flowey will teach you the ropes.

Best Friend (100 CP, Free for Drop in): You're not going to get anywhere by being a grump all day. Luckily for you, you know how to be friendly and nice towards others. To get them to trust you and believe you. Good for making friends. Well, I suppose this can be used to manipulate people. But You are not that type of person right jumper?

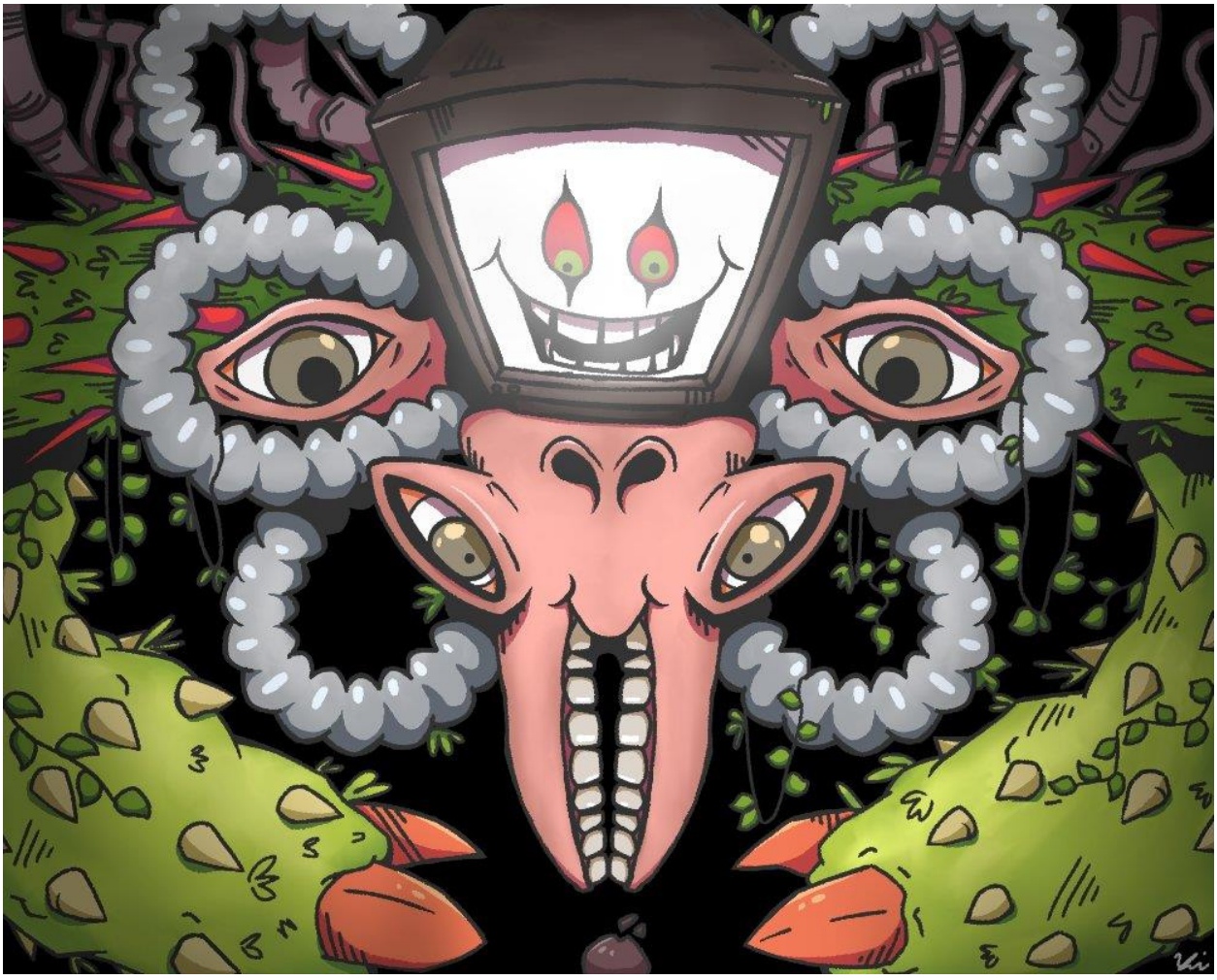
Nature Knowledge (200 CP, Discount for Drop In): Well, it might be helpful for you in the future but basically you know about the many plants and fungi that exist in world, what they do, are they edible, that sort of thing. Might help you make soup for someone, warn someone that the mushroom they are about eat is poisonous, or give some your food an extra kick with the proper herbs. Well I suppose you can use this knowledge to spike someone with a plant that would give them a stomach ache, or kill them. But you don't want to do that, jumper.

Tunneling Expert (400 CP, Discount for Drop In): Rock, Ice, Soil, Cement. Yeah, none of those stop me from popping up from the ground while I am exploring the underground. I could pop up and then back down without any sign that I was there. You can do the same. You can dig underneath the ground and pop up somewhere else…provided that you dig there first but you are a fast digger so don't worry about that. Oh yeah when you do begin to dig any signs of your digging will vanish. Like the hole you just made will be filled again the moment you have completed dug beneath the surface. Good for getting around. Or for harmless little scare pranks. I mean you could use this as an ambush tactic but why would you want to do that?

LOVE (600): They gone? No one else is here but us, right? Good. Listen jumper, we both know why you are here. So, lets drop the charade. You don't want friendship. You want power! And power here can only be acquire by increasing your love…. Oh, I'm Sorry LOVE. Or rather LEVEL of VIOLENCE! The more you hurt people the more it increases. AND IN THIS WORLD ITS KILL OR BE KILLED!!!! And you have the magic to do it. Thorny vines, bullets that look like seeds. But that's not the big gain here from now on when hurt people you gain EXP get enough you LOVE increase making you stronger. You want to get a bunch of LOVE? Better Start Killing!

> **Boosted – Burn In Despair:** Hmmm but there is more it than that. Sometimes the best way to gain EXP is to make others despair at their misfortune. You know how to do that no Problem. When you fight someone; you can break their spirit causing them to give up on life. This will give you More LOVE. Show those idiots what you are made of.

Bonus – You Best Nightmare: Hey uhh Jumper…you, okay? You look a bit…off. Wait a second. This power, this look. WELL, WELL! YOU ARE A KILLER! This power is your second form! Just take your current look and it make HUGE and scarier! With some mechanical and technological changes here and there. You will also receive powered up versions of your usual attacks and even some new ones! Wait…Do you have **Burn in Despair**?! WELL MAYBE THERE IS MORE TO YOU THAN I THOUGHT!!! You can absorb the souls of others to gain more power and even add their abilities to your own! BECOME THE GOD OF THE WORLD JUMPER!!!!



Caretaker

Hello fellow caretaker! I am Toriel caretaker of the ruins. Well, you should already know that. I have been teaching you how to do the same job. It is only fitting that I should tell you how these new abilities work.

Kindness (100 CP, Free for Caretaker): Being nice isn't always easy. What one person might see as kindness; another might see as condescension. However, you can tell the difference with ease. You know all the little things you can do to help cheer someone up, and at the same time, you get a gut feeling that tells you whenever you're being overbearing or smothering. You can also tell when someone just needs a hug.

House keeper (200 CP, Discount for Caretaker): The ruins may look like a temple but to maing it feel like home is to treat it as you home. And How can you do this? By knowing how to cook and clean of course. When it comes to household work, you're an expert.

Spare (400 CP, Discount for Caretaker): Sometimes in this world, you must resort to fighting – But that does not mean you must resort to killing. You're very good at holding back with your attacks. You can tell whenever your next attack is going to be the one that kills your opponent, and you have expert control that allows you to always stop the fatal blow right before it hits.

Motherly Instincts (600 CP, Discount for Caretaker): You have this sense. You can tell when someone needs help or is in need of a parent. You can use this ability to find the person in question and help them. This will also give a major increase in parenting skills. In addition, you gain increase attributes when you are protecting someone that you consider your ward. Your child. No one is gonna harm your littles ones not while you're around.

> **Boosted– Fallen Down:** People fall in the underground are going to arrive injured no matter what I'm afraid. So, in addition of knowing how to be a parent you also know how to use healing magic. You've learned how to use magic to heal instead of harm- This magic manifested in the color green. With Healing Magic, your attacks will instead

restore the target's energy and vitality. This can also be used outside of battle to heal another's wounds. The only caveat being that you cannot use it on yourself.

Bonus – Heartache: Some people fight for a cause. Some fight to prove a point, or for their ideals- But not you. When someone fights you, you may pointedly refuse to fight them, and simply continuously dodge or endure their attacks - but you must still remain in their path. You make your point not by fighting, but by doing the opposite. By refusing to fight in this manner, you can move all but the most black-hearted opponents to tears and convince them to stop fighting, and maybe help them open up to another way to solve their problems. You have **Fallen Down**? Well, I suppose this means you have access to fire magic. Magic that is actually considered to be a sign of royalty. Nothing more can be said about it except it can also be used for cooking. In addition while you stay in someone's path you have an easier time of convincing them to stop fighting, even the blackhearted can be convinced with enough time.

Comedian

well, here we are jumper. i have taught you everything i know about the job. let's talk about how your new abilities work

Justice (100 cp, Free for Comedian): You have a knack for getting a read on people. You can generally tell whether or not someone is a good person just by talking to them, and if you take a moment where both you and the subject of your scrutiny are standing still, you can Judge them- letting you know how many Executions Points they've accumulated, and their Level of Violence.

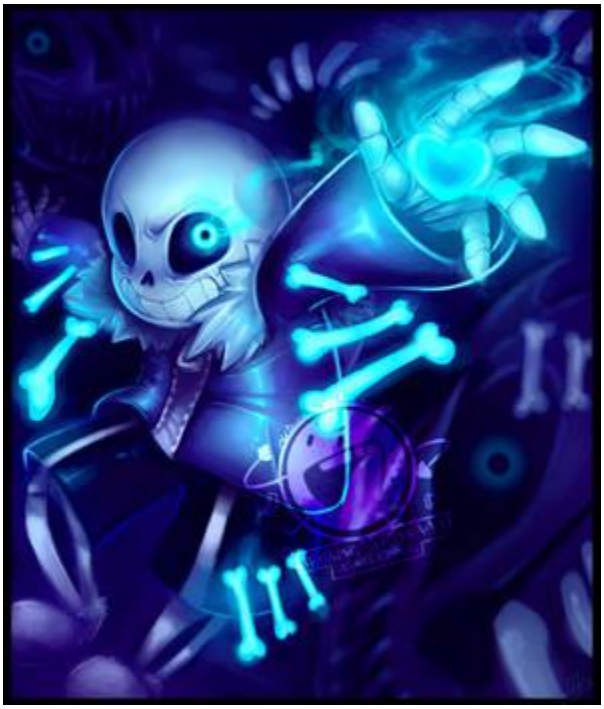
A Good Guesser (200 cp, Discount Comedian): You're good at guessing. Real good. Sheesh you should probably be in one of those game shows. Or maybe its because your skills in observation are just that good. You can read people like a book. Like you can tell what someone ate for breakfast by talking about something else with them. However, this comes with a more important ability. See there has been some anomalies in space time and time travelers can be an issue. So being able to recognize one by their reactions to things they've seen before or knew about already. Hmm maybe you should be Detective.

Really Good Shortcuts (400 cp, Discount Comedian): You know your way around better than most. In fact, you know a bunch of shortcuts that let you get from place to place really quickly... Well, actually, you just have an ability that lets you teleport. So long as nobody else can see you, you can teleport to any other unseen location that you've already been to that's within a mile. You can also take one other person with you through your shortcuts so long as nobody can see them either, though they probably won't really understand what just happened.

You're Gonna Have a Bad Time (600 CP, Discount Comedian): You can be very intimidating when you want to be you know that? You can be casual talking to someone and then suddenly your expression changes. The air suddenly becomes tense. Whatever the change is it gets the point across. They shouldn't cross you or do anything that will make you angry.

Boosted – When You Fight: Sometimes you need to fight. Let it be because you need to defend yourself or to defend some else. Luckily you know how to. You have access to projectile attacks, blue attack that can double as telekinesis so that you can slam your foes around like rag dolls. In addition, when you actually try during a battle your intimidation abilities can be used during a fight and can even scare your enemies into submission.

Bonus – Megalovania: Alright jumper time for me to come clean about something. And I think you know what's really going on here. Shortcuts, Judgment, Intimidation? We are not comedians, jumper. We are Royal Judges. And our job for the most part is to judge any humans that fall underground before they meet the king. But there are exceptions. Sometimes a human may come along and they are like the spawn of Satan. Too dangerous to be left alone, too dangerous to judge first. That's when we go from judges to executioners. See we have this ability called Karmic Retribution. It's harmless against innocent people, but to someone who has a high Level of Violence it's poison. The higher their LOVE, the worse it hurts. By the way, the initial pain of the attack doesn't go away- It burns away at their soul over time as well, as every sin they've committed comes back in their head to haunt them. Hmm? Hey wait do you have **When You Fight** as well? Dang…I normally don't see anyone else with this thing but then again things change. You also have access to your very own Gaster Blasters. Basically, magic construct that shoots beams of pure Karmic Retribution. Not only that your tactics can affect the "SYSTEM" of the world during a battle. Like sending attacks during a person's turn.



Sentry

Jumper! It is I, THE GREAT PAPYRUS! Oh, look at you, a fully trained sentry. RIGHT THEN! It is only fair that I tell you what your abilities are with these perks.

Patience (100 cp, Free Sentry): You have the patience and care to endure mundane tasks. You will never get bored when performing menial or repetitive tasks. Which is good it takes time to get into the Royal Guard. Also, this comes with the patience to endure puns. Like the ones that sans makes.

Monster Chef (200 cp, Discount Sentry): Monster food isn't the same thing as Human food. In fact, most monsters have never even tasted human food- And that's because Monster food is so much more efficient! Being made of magic, Monster food digests instantly to energize the consumer, never spoils, and creates no waste (As a result, most monsters don't even know what a bathroom is). Monster food can also be created with just about anything edible, though the better it tastes, the more energy it gives to the consumer. Creating it takes a bit more energy, but it's definitely worth the work!

Puzzle Master (400 cp, Discount Sentry): Sure, you want to get in the royal guard but you can't just brute force it! You must make your quarry go through some difficult puzzles and traps first! It's a good thing that you are an expert at making and solving puzzles. And Traps to! As time goes on each puzzle you make will get tough and trickier than the last. But none of them will be impossible. That would be poor Sportsmanship!

The Great Jumper (600 cp, Discount Sentry): Well not as great as the Great Papyrus, but pretty great non the less. You too can move through the air by simply running and willing yourself to do so. You can never get dizzy from spinning. You also have an aura that can make you endearing toward

others. You can also shape your attacks to spell words and phrases. Surely things will turn out well for you in the end.

> **Boosted – Don't Give Up:** But things aren't always so easy jumper. Things do get rough. BUT don't fret jumper! With your optimism and determination, you will eventually succeed. You have this indomitable fortitude that will help you see things though it also acts as a minor version of plot armor. SO CHIN UP JUMPER!!!

Bonus – Bonestrousle: As much as I would hope that catching humans would be easy, it really isn't. that's fine because once you have your opponent in your sights you can enter this state of seriousness. And When you do your attacks are more potent. Summoning bones and using them as projectiles to keep your enemies off guard. In addition you have access to special attack that will force your foes to hold still less they get injured. NYEH?! You have **Don't Give Up**? SPLENDID! That means you access to the Blue Attack. Which will turn your enemies. What this means is that they can no longer fly around and must jump to avoid attacks until you undo it. It also increases the effect that gravity has on them. NYEHEHE! Surely you get into the guard this!

Royal Guard

Well Jumper this is it! I have nothing more to teach you. Allow me to make this official. WELCOME TO THE ROYAL GUARD! But there are few things that training doesn't cover. These perks I means. Lets get started

Bravery (100 cp, Free for Royal Guard): Let's skip the fluff and cut to the chase, here- You've got a great intuition for sniffing out the most direct solution to whatever problem you're currently facing. No nonsense, just problem-solving! Well, that said, you're just avoiding whatever nonsense would otherwise cause the delay of your problem-solving, not solving the nonsense, so you'll have to deal with that afterwards.

Combat Training (200 CP, Discount for Royal Guard): Well, you are a member of the guard. So it would be weird if you didn't know how to fight. Pick one melee that the Royal Guard uses (Sword, Axe, or Spear). You now have the knowledge and skills use that weapon in combat. You can also create a weapon out of magic energy provided it falls under weapon type that you have chosen.

No Where to Run (400 CP, Discount for Royal Guard): As a member of the Royal Guard, it is your duty to guard. Well that's the whole point right? Well, your job is also to capture any humans that might come your way. Can't really do that if you don't remain vigilant. Basically, as long as you are guarding a place nothing will get by you without you noticing unless they have some crazy good stealth skills. But there is a second part to this. You also have access to a green attack. What this does is prevent your target from fleeing, until you undo it. Granted you are only allowed to use projectile attacks that comes from the front, sides or behind your target; and they get a spear to that they need to use defend from these attacks but still prevents them from running. So, hey it's pretty cool and useful.

Royal Guard Elite (600 CP, Discount for Royal Guard): Man you are a natural aren't ya? Okay I normally don't do this but considering your skills I'll make an

exception. DON'T TELL ANYONE! Basically, you are now among the elite member of guard. Your stamina, speed and strength can even make a boss monster flinch and those guys are tough. In addition, you can wear any amor with no problem.

> **Boosted – Spear of Justice:** Uhhh…wow I might need to watch myself now because it looks like you are on my level. People will think that Undyne is losing her touch or something. Alright now you can even piledrive boulders and you have access to a projectile attack that mimics you weapon of choice. You can leap great distances and you also have this intimidation factor to ya. You are an expert at one martial art of your choice.

Bonus – Battle Against a True Hero: There is a reason why I don't Papyrus joining the royal guard. He's too nice and what we do isn't very nice. Sometimes it can be scary. I am not talking walking in the dark scary. I mean like you are the only one standing between a killer and the innocent people they are going to slaughter. But I can see it in your eyes. You would stand and fight. Basically, whenever you are fighting against someone protect something or someone you get a boost in power. Until the battle is won, you die, or when back up has arrived or those you are trying to protect get to safety. After that the power fades. However if you have **Spear of Justice** there is another part to this power. When you are on the brink of defeat and you are the only standing the way of someone that is threat to a large group of people. By that I mean like at least a society's worth of people. Like the entire Underground at least. Then you can call for this power. All your wound and injuries are healed and you enter a super form. Now in this state all of your attributes (Strength, Speed, Durability, etc.) have been increased to terrifying heights. All your attacks hit harder, all your abilities are more potent, and you can take more damage than you ever could before. Downside is that once you won while in this state, you will be crippled. For ten year or until the end of a jump, whatever comes first. But to me, that's a fair trade for protecting all those innocent lives.

Scientist

O-oh…H-hello jumper. We have been through a lot huh? Well, I think it is about time we talk about the abilities that these perks will grant you

Perseverance (100 CP, Free for Scientist): Failure is a recurring thing when it comes to science. But that's okay. Because you only really fail when you give up. In fact, you can look at these failures and mistakes and learn from them. Let it be an experiment, an invention, homework or even a video game. You can learn SOMETHING from the failure.

Otaku inspired (200 CP, Discount for Scientist): They say inspiration is hard to come by. Well in most cases this true but not for you. You can be doing something else like watching an anime and then you see something in the anime that gives you an idea for an invention, experiment, etc. What this does is that you can get inspiration or ideas from basically everything that you do during your off time or your hobbies. You being an otaku might help you come up with something revolutionary so don't be ashamed of it! Embrace it!

Tech Wiz (400 CP, Discount for Scientist): Technology is grand isn't it? But it can be complicated. Not for you. You seemed to know how to use any form of technology from period of time. Know its purpose, how it works, how to fix it. Anything and everything about it. Really useful huh?

Resourceful Inventor (600 CP, Discount for Scientist): H-humans are quite wasteful huh? T-they throw away things that are considered outdated by their standards, despite it being brand new. But we can use that to our advantage. T-taking all the junk that humans throw away and use them to make all sort of things that benefit the underground. Because of this you have developed a knack for making useful objects out of discarded items that people threw away. Y-You can find some use out them.

> **Boosted – Another Medium:** But we can go beyond that right? We can upgrade all these outdated items with new features. Like taking an old cell phone and being able to make it transform in a

jetpack with a simple press of a button. You can even take an item that was meant for one purpose and give it an upgrade that would make it useful for something that would normally be outside of its capabilities. Such as adding blaster to a phone or having an oven being able to double as a flamethrower trap. The only limit is your creativity, your intellect and the resources you have available to you.

Bonus – Here We Are: Being a Royal Scientist means taking risks. After all one of the goals that we have is finding an alternative way to break the barrier that is keep all of monster kind down here. Normal Science isn't going to c-cut it. W-w-we need to research something that might lead to major problems. The SOUL. M-m-Monster Souls are fragile compare to a humans. But that hasn't stopped you huh? You found ways to work with the fragility of a monster soul. Such as making a Robot for a spirit to inhabit. You're also knowledgeable about the element of the human soul dubbed DETERMINATION, and can extract it from human SOULs and inject it into other things using a machine that you know how to make. H-h-huh? You have **Another Medium**? Well then you're in luck. This means you can use your knowledge in other fields of science with the knowledge of souls to hopefully further your research about the matter. You can probably find a way to make monster Souls more durable with the proper inventions and maybe find a way to use the power true of DETERMINATION. B-but be careful no one has tried to this before…no one that we are aware of anyways.

Leader

Ah jumper you are here. I believe the only thing I have left to teach are these abilities that comes with being a leader in the underground.

Intergrity (100 CP): Despite having to make difficult decisions, you keep your morals. Sometime even with something as serious killing you stay true to yourself. You can't falter but that doesn't mean that you can just become a cruel person just to complete a goal. This means no matter what…You'll remain being you. For better or worse

Gardening Skills (200 CP): It's a good idea to find a hobby that would keep your mind off the terrible actions that you may need to do for the sake of your people. You have chosen gardening. Useful for farming and as well as calming your nerves. As a result, you are an expert at all things gardening.

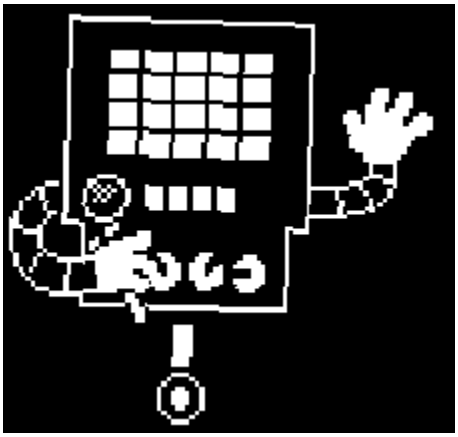
Leadership (400 CP): You are a leader. So, it would make sense that you have knowledge and skills in leadership. Diplomacy, Strategy, Economics. Everything that is needed to be a successful leader. You are also good at making your case be heard. People agreeing with you is a different story. But that's what Diplomacy is for.

Mountain King (600 CP): Well, I thought I was the only one ruling over the monsters of the underground. Look like I was wrong. You might not be a Boss Monster like myself but you are strong and durable as any high ranking member of the Royal Guard. In addition, you possess a veteran soldier's amount of combat experience so you know how to handle yourself in a fight.

> **Boosted – The Choice:** But the hardest part about being a leader is making a choice. To Kill or to spare. War or Peace. But you have an innate sense of what is the right choice to make. This also applies to fights as well. This ability can help you make decisions as to which tactics, which way to dodge, which weapon to use, which technique to use and when, etc. However this won't guarantee that your choices will have the desired effect that you want. Just guides you to which one you should pick. You can ignore it if you wish.

Bonus – Bergentrückung: The only way to break the barrier is to collect 7 human souls. They are not going to be willing to just hand them over. Thus, we must fight. You are skilled in wielding scythes, strong enough to lift boulders with on hand, and most importantly you have access to Fire Magic. This special kind of Magic is normally only used by the royal family but somehow you have access to it. Throw fire balls, form symbols with flames to make it harder for your enemies to maneuver, and manifest a scythe that you can attack with. If you somehow **The Choice**, This perk has an additional boon. You can prevent your opponent from running. How this is done is that you literally destroy the concept of mercy from your opponent being. Forcing them to fight till the bitter end unless they have the DETERMINATION to restore it.

Entertainer



OH YES! Jumper this is wonderful; your first day on the job. But there are a few things we need to go over before we begin! These abilities of course.

Hope (100 CP, Free for Entertainer): The underground is down on the dumps. What with all the problems and issues it has. BUT that's what you are here for! To entertain the masses and bring them hope and joy. You have this effect on people where just your presence inspires them and fills them with positive emotions. So go ahead! TAKE CENTER STAGE!

SHOW TIME (200 CP, Discounted for Entertainer): You know that to be an entertainer means have to make an appearance on shows and interviews. That means you have to arrive on time to these events. Luckily for you have an internal clock and the ability to get ready for the show in mere seconds. You got to be punctual and look your best at a moment's notice after all.

For The Fans (400 CP, Discounted for Entertainer): Entertainers are supposed to bring joy and smiles to their audience. The only way to do this is treat your fans with respect and giving them a show that they'll enjoy. How can you do that if you don't have the charisma to pull that off. You have this aura and swagger that will draw the attention of the masses. You know what to do that will get spread joy and hope to those watching your performance. So much they won't want you to leave.

Attack of the Killer Robot (600 CP, Discounted for Entertainer): We entertain the underground and restore their joy, but we have still have a problem that needs to be addressed. There is no sugar coating this darling. We still need the human souls to break the barrier. And Everyone must do their part to complete this goal, even us. Luckily, we have the ability to do that. You know how to use skills in preforming in combat. Such as being able to use a game show to activate traps on your foes if they get the answer wrong. You also gain a proficiency in using chainsaws as weapons.

Boosted – Metal Crusher: But we can go a bit further with our combat capabilities. For starters, you are very durable it will take a blow from a boss monster to have any significant damage to be done to you. You are, also armed with several weapon systems. Such as bombs, lightning blaster, and even mini robots. Despite these functions you can still be stylish while using them. No one said you can't kill humans and put on a show at the same time. And If they did prove them wrong

Bonus – Death by Glamour: Flair, style, PRESENTATION! These are things that are important to us Jumper. We are meant to put on a show that will the audience wowed. You're so good at putting on a show that when you're performing on stage, you don't suffer from the likes of pain or fatigue- Physical or mental. So as long as you are being stylish you can keep going. You also have **Metal Crusher** Darling? OH YES! Now we're getting to the good stuff. Ever heard of Rule of Cool? Well, that applies to you when it comes to combat jumper. Basically, your attacks and abilities receive a boost while you are fighting with style. Fight normally? Eh you won't get anything. Try to style your enemies as if you are a Dante from Devil May Cry? A VERY BIG BOOST! Transform into a fabulous form that would make the girls swoon? EVEN BIGGER BOOST! Get out there and show your stuff Jumper!

Fallen Human

*You find yourself in a strange place...the power of the chain fills you with DETERMINATION

DETERMINATION (100 cp, Free for Fallen Human): Give up? Such a word isn't in your dictionary. Determination tends to allow someone to keep going and trying despite the odds. In essence it will neigh Impossible for you to give up or lose hope. You will have some motivation to keep going. Stay DETERMINED and they will see.

ACT (200 cp, Discount for Fallen Human): The underground is home to various of creatures and people. But most of them don't want to fight. So instead choosing FIGHT, why not chose to try doing somethings else. The others things you can do to resolve a situation and you know that. You are good at talking to people. You can look at someone for a few moments and get an idea of what action should make to get a reaction out of them. You can provoke someone just as easily as placate them. Or flirt with them. Whatever floats your boat, buddy. Some won't be in a chatty mood, so it is up to you to figure out how to engage with them.

MERCY (400 cp, Discount for Fallen Human): So, this setting has been described as "a lovely little RPG where no one has to die" right? But an RPG tends to mean that you are going to get into fights. So how does one resolve these conflicts? Peacefully of course! Fighting back is not the only option. So maybe you can convince your foes to stop fighting. Granted some of the more determined, evil, or blood thirsty of enemies might be able to resist this effect, but being able to end a conflict by using your words and actions is pretty impressive. Sparing people isn't always the easiest way, but really, you don't want to hurt anyone, do you? Sometimes, you can even win fights by simply dodging attacks and refusing to fight back until your foe gives in and stops fighting you. Speaking of which you are also really good at dodging blows.

But it refused (600 cp, Discount for Fallen Human): You know how some people are too angry to die? Well, you're too Determined to die. You have the power to endure a fatal blow once per jump and remain barely standing- The proverbial 1 HP. Should your Determination reach god like levels your, you can keep holding longer. As if your hp is going down to decimals but never reaching zero. And, in the event you should actually die, you'll be able to hold on long enough to finish whatever it was you were doing. You can LITERALLY refuse to die by sheer will alone and once you compete whatever you were

doing you will still be alive. Gravely injure but still alive. But be careful, you have an hour left before you die for real and your chain ends. Use this time wisely.

> **Boosted – Hopes and Dreams**: You don't give up even when you face against a god you hold on to hope and to your dreams. This ability has three abilities. First one is similar to **But it refused,** but now if someone were to deal the finishing blow you will be revived Completely healed and this time rendered completely invincible for the duration of the battle. This effect ends when you win. Second, you can summon a manifestation of your dreams. It can use it as a healing item by hugging it close to you, this will cause it to disappear and heal you and your allies. And finally, third; you can halve any damage done to you by calling forth your hope. This will generate a white aura to surround you.

Bonus – SAVE the World: Even when it seems everything is lost, you cannot give up hope. You must stay Determined! Your Determination gives you immense resistance to Mind Control, corruption, and despair, as well as anything that would force negative emotions upon you. In addition, you have the power of SAVE LOAD. Basically, at certain areas and locations you will see these glowing yellow orbs. You can "SAVE" that is to say record your location in time and space. IF you were to perish, you can then LOAD back to that location like a video game. While in this jump this can be done as long as you are in the underground basically during the events of the game. After that and after this jump it will only work once per 10 years or once per jump, whichever comes first. Hmmm, it seems you also have **Hopes and Dreams**. This comes with an interesting ability that will serve you well in your journeys. You are exceptionally adept at helping your friends overcome such things- Simply by reaching out to them and reminding them of the bond you share, you can Save them. Ultimately, over time, you can even Save someone from themselves, healing emotional wounds and helping them become a better person.

Items

General

Appropriate Clothing (Free): You don't arrive here naked. That would be silly and inappropriate. You will be given set of clothing to wear when you arrive and spares should they get damage or too messy to clean.

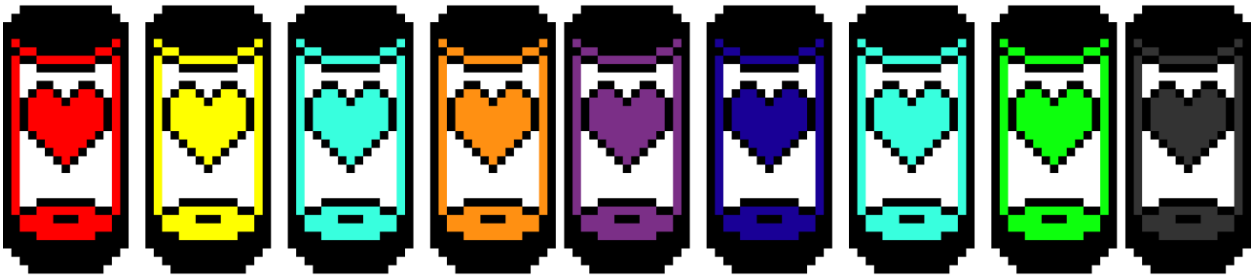
Starting equipment (Free): Each Origin has something to defend themselves with. Drop in and Fallen Humans are given a stick. Caretakers are given staff. Sentries and Comedians are given bone looking melee weapons, Royal Guards and Leaders are given some sort of knightly weapon like a sword or a spear. Scientist and Entertainers rare given are taser like item.

Drop In

Music Box (100 CP, Free for Drop in): A music box plays a soothing song. The song itself can calm people down.

Echo Flower Seeds (200 CP, Discount for Drop in): An odd packet of seeds that grow into a peculiar flower called an echo flower. Appropriate to their namesake Echo Flowers have the ability to repeat the last sounds they have been exposed to, similar to echoes, making them a potential lore device. Useful for leaving behind messages.

Soul Containers (400 CP, Discount for Drop in): Special Cylinders designed to hold SOULS and Prevent them from fading, being destroyed, shattering, or passing on. Useful for monsters trying to collect human souls to absorb.

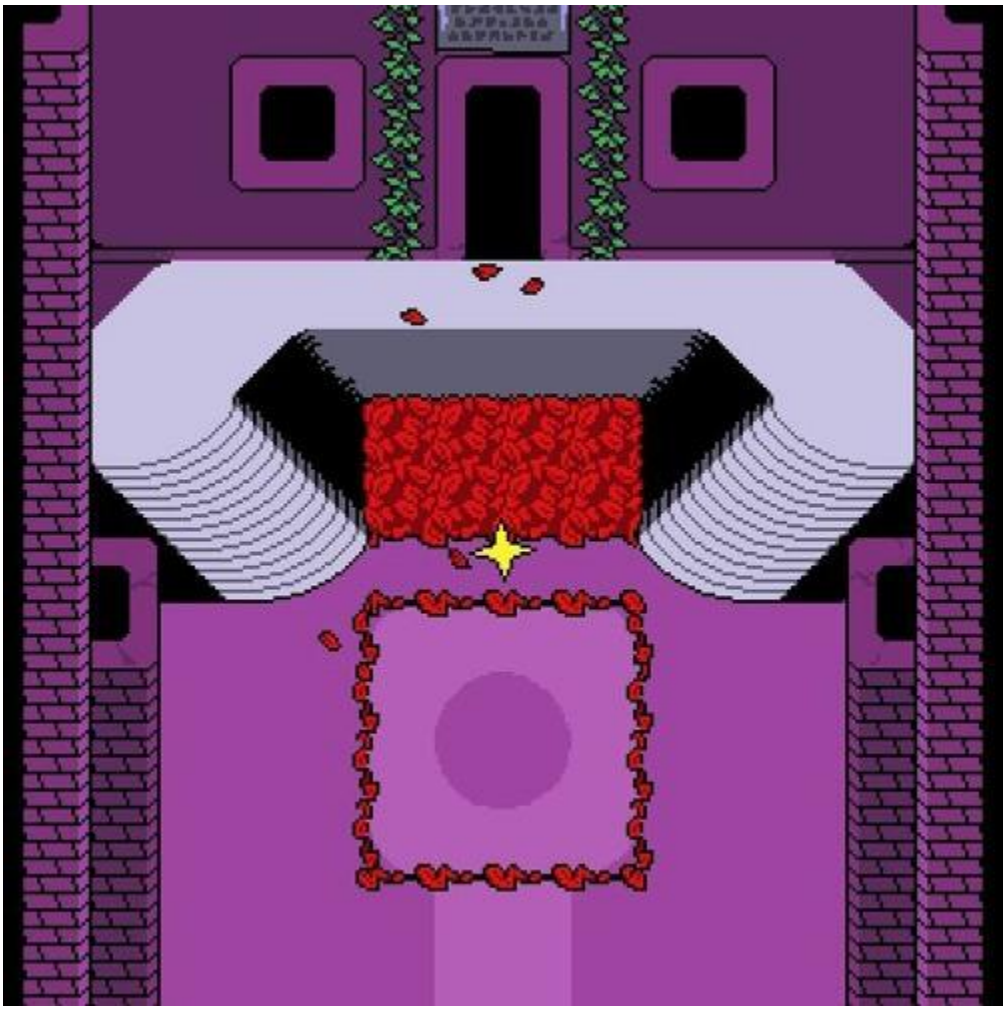


Caretaker

Robe (100 CP, Free for Caretaker): A comfortable robe that will keep you warm and gives a welcoming appearance to the wearer.

Butterscotch Pie Recipe and Cooking Supplies (200 CP, Discount for Caretaker): A recipe for a very useful and delicious healing item: Butterscotch Pie or as it really called Butterscotch-Cinnamon Pie. This Pie has three uses before it is completely consumed. It actually heals you completely if you eat a piece. You have the recipe for this useful and delicious food and the items needed to make one.

Ruins (400 CP, Discount for Caretaker): A large area that acts as your home. A labyrinth that also contains a cozy house with all the enmities required for at least two people living there. After this jump you can have it appear somewhere in any future jumps or become an attachment to your warehouse.



Comedian

Book of Puns (100 CP, Free for Comedian): A book that contains hundreds of puns. Useful when you want to annoy someone.

Hoodie (200 CP, Discount for the Comedian): A comfy hoodie that can hold several items that you can pull out of its pockets. But the big boon that thing grants is that it can enhance how intimidating you look.

Hot Dog Stands (400 CP, Discount for the Comedian): These stands make look normal but they have a special purpose. They are actually teleport points. As longs as you are near one of them you can teleport to any one of them instantly. You can easily set them up too. You are given 4 of these stands, use them wisely.

Sentry

Spaghetti recipe (100 CP, Free for Sentry): A specialty of many sentries. But you can't really enjoy with out knowing how to make it. So, you now have the recipe for Spaghetti.

Batty Bod (200 CP, Discount for Sentry): A personalized armored outfit that fits you build. It can also protect you as good as any light armor (Studded Leather). It also makes you cool.

Puzzles and Traps (400 CP, Discount for Sentry): A collection of tricky puzzles and traps that your prey will have to avoid in order to progress in their journey. Like the gauntlet of doom that Papyrus uses against Frisk.

Royal Guard

Eyepatch (100 CP, Free for Royal Guard): you might not be missing an eye or blind in one eye. But this thing is just too cool to not wear. So, if you do wear it you look cooler.

Big Sword (200 CP, Discount for Royal Guard): A very large sword. Can be seen as being more of a prop for cosplay. But it is actual sword than can be used in battle. You can also import any weapon that you own into this item and grant it an alt form.

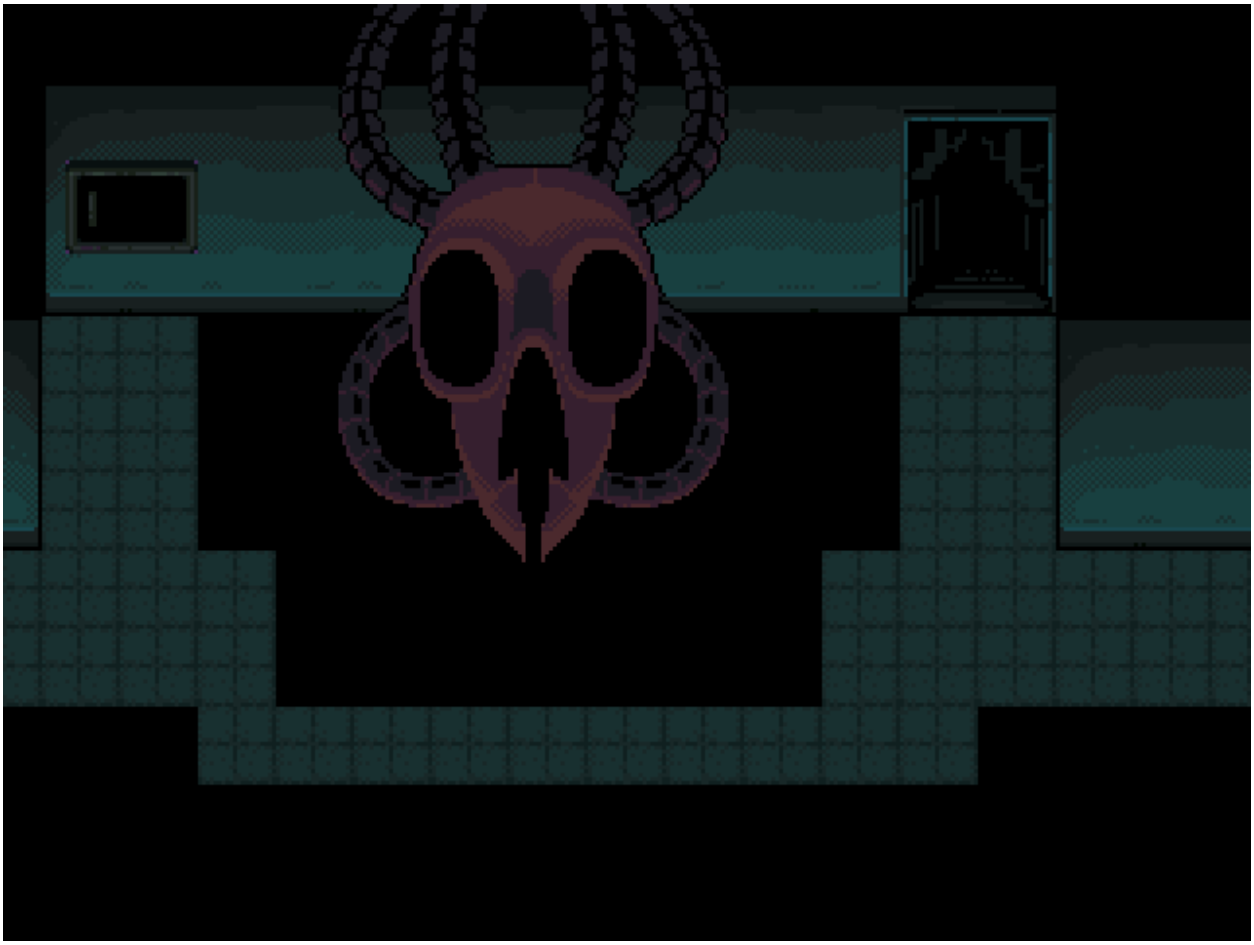
Royal Guard Armor (400 CP, Discount for Royal Guard): A sturdy set of armor that grants protection from attacks both physical and magical. It also makes you look more intimidating.

Scientist

Anime Collection (100 CP, Free for Scientist): A large collection of manga and DVDs of multiple of anime series.

Personal Lab (200 CP, Discount for Scientist): A lab where you can do your inventing, research, and experimenting. It's also oddly homely. After this jump you can have it appear somewhere in any future jumps or become an attachment to your warehouse.

Determination Extractor (400 CP, Discount for Scientist): A scary looking machine that extracts Determination out of a human and injects it into something or someone else, but be careful too much can be dangerous for a person. Monsters with too much determination will melt.



Leader

Crown (100 CP, Free for Leader): A nice crown that doesn't do much but does acts as a symbol of your leadership.

Royal Armor and Weapon (200 CP, Discount for Leader): A set of armor that is as durable as the armor of the royal guard and a melee weapon that is powerful enough to take down multiple of foes with one swing.

Personal Garden (400 CP, Discount for Leader): A large field where you are free to grow whatever you wish to grow and cultivate. Let it be flowers, or vegetables you can grow it on this field. After this jump you can have it appear somewhere in any future jumps or become an attachment to your warehouse.

Entertainer

Fashionable Clothing (100 CP, Free for Entertainer): These are sets of clothing that can become trendsetters that can lead to you getting some popularity.

Chainsaw (200 CP, Discount for Entertainer): This a chainsaw…that's it. This is a chainsaw that doesn't run out of fuel.

Hotel (400 CP, Discount for Entertainer): A large luxurious hotel with hundreds of rooms and many multiple of other attractions that will keep its occupants entertained and happy. After this jump you can have it appear somewhere in any future jumps or become an attachment to your warehouse.

Fallen Human

Cellphone (100 CP, Free for Fallen Humans): A flip phone that can call anyone. Meaning it will always have signal and be able to make a call to someone.

Heart Locket (200 CP, Discount for Fallen Human): This simple, heart shaped locket in what every color you wish. But what makes this locket so special that it would cost so much? first this locket can play music like a music box. Now on to what this locket does. This Locket boosts your defenses against magic of all kinds, strength the defenses of your SOUL. This means the all-direct attacks to your soul will be less effective, but anyone or anything that tries to remove your soul, will find it to be a nigh impossible task to accomplish. In addition, it your soul will be impossible to corrupt. However, these effects will only be active if you are wearing it. You can import any locket or similar necklace like trinket into this item to grant it these powers and if you wish a new heart shaped look.

Worn Dagger (400 CP, Discount for Fallen Human): This strange dagger is a unique weapon. It works just like a normal dagger but it has an additional feature to it. It won't kill someone when you don't want it to. This means that you can be dueling against someone with this weapon and strike with all your might that would normally kill a man but if you do not wish to kill that person, they will survive…gravely injured by alive and well. Good for sparing against someone or for trying to avoid accidently killing someone that you are trying to bring in alive.

Companions

Companion Import (100+ cp): Already have plenty of friends? No worries! For 100 cp, you can import a single companion, giving them a monster form, any background other than Fallen Human, and the free perk that comes with it. For 50 cp each, you can import an additional companion, or for 300 cp total, you can import all your companions. Each will receive 800 CP to spend as they wish

CP Gift (50+ cp): If you'd like, you can give your companions cp to spend. Spending 50 cp will give you 100 cp to distribute among your companions as you see fit. Spending 100 cp will give you 200 cp to give out, and so on. Companions cannot purchase companions, cannot take drawbacks, and get no cp from taking Dog or Temmie.

- **Human companion (300 cp):** Whoa! You want one of your companions to be a human? Well... It'll cost you, buddy, but you can do it. For 300 CP you can make any of your companions of the Fallen Human Background

Greater Monster (100 cp): During the first year of your stay, you will hit it off well with a Special Monster - one that the Fallen Child will run into once in their adventures, such as Napstablook or the Royal Guards - or a Shopkeeper. At the end of your ten years, if they feel inclined by your friendship, you may take them along as a Companion. You receive a discount if the Special Monster chosen lives in the same Location you rolled.

Toriel (100 cp): The caretaker and guardian of the Ruins. A Boss Monster possessed of intelligence, conviction, and an honest love of bad jokes, Toriel is a kind and motherly figure who is nonetheless powerful in both personality and combat. She makes a habit of trying to take care of humans who fall into the underground, and makes an mean butterscotch-cinnamon pie.

Sans (100 cp): A short and stocky skeletal prankster who's supposedly a sentry in Snowdin, but is always slacking off (usually by doing another job instead). Very lazy and laid-back, Sans is a good friend to have, if only for the bad laughs and good food. He's not very good at fighting... Supposedly. In reali- hey, you want to make me your companion? that's pretty cool, but you could have just asked to be my friend, buddo. and i make a mean 'dog. yeah. apostrophe-dog. it's short for hot dog.

Papyrus (100 cp): AH, JUMPER, YOU WISH TO BECOME FRIENDS WITH THE GREAT PAPYRUS? WORRY NOT! I, THE GREAT PAPYRUS, AM THE BEST FRIEND ONE COULD EVER ASK FOR! FOR YOU SEE, NOT ONLY AM I A VERY FAMOUS ROYAL GUARDSMAN, BUT ALSO AN UNPARALELLED SPAGGETORE! I AM SO GREAT, THAT I EXCEL IN ANYTHING I DO- HEY, GIVE THAT BACK- Ahem. Not only is he not yet a very famous royal guardsman, Papyrus is merely... Very enthusiastic about everything he does. Which includes beleiving in himself. Not to say he's incompetent at any of the things he claims greatness at, he's just... exaggerating. However, he is also very pure-hearted and kind despite his seeming narcissism, and is indeed a wonderful friend to have around. He makes a... barely edible plate of spaghetti.

Undyne (100 cp): The Captain of the Royal Guard and the Hero of the Monsters, Undyne is a fish-lady who's very, very passionate about everything she does. No matter what she is, she does it at full throttle, holding nothing back! Heroic and Brave, Undyne never backs down from a challenge, and is very determined- In fact, Undyne is a rare example of a monster with innate DETERMINATION, giving her the ability keep living breifly after her own death. She's also an enthusiastic Piano player, a very enthusiastic scholar of "human history", and makes a very, very enthusiastic... well, usually it turns out to be burnt sludge.

Alphys (100 cp): The reclusive Royal Scientist, Alphys is a monster of many disciplines. She's worked with and excelled in Robotics, Electronics, Programming, Hacking, Practical Magic, "Human History", and the science of the SOUL- Even if she doesn't think she's that great. She seems to think poorly of herself for unknown reasons, and rarely leaves her laboratory except to go to the garbage dump to hunt for anime. Makes a mean bowl of instant ramen.

Mettaton (100 cp): **OHH YES!** You've made the right choice, beautiful, to befriend Mettaton, the greatest star of Monsterkind! Never mind that he's the only star monsterkind has, but still! Mettaton is a robot with the SOUL of a monster, created by Dr. Alphys, and he has many functions; Most of them being amazingly attractive, but he can also cook, be a news anchor, sing, and pose glamourously. Very glamourously.

Asgore (100 cp): King of the monsters, caretaker of the garden in his castle, and a symbol of hope for all Monsters. A Boss Monster possessed of charisma, compassion, and a poor knack for naming things, Asgore is a kind and fatherly figure who is nonetheless powerful in both combat and personality. He frequently walks around to the Underground, just talking to his subjects, and makes a mean cup of golden flower tea.

Frisk (100 cp): The androgynous wonder themself, an enigma of a human child who falls into the Underground one fateful day and proceeds to change the lives of every monster almost overnight. Frisk is fairly quiet and stoic, rarely showing emotion- but at the same time, they're supremely kind, patient, compassionate, and completely pacifistic- But nonetheless capable of defending themself if they have no other option. Frisk also possesses the full power of DETERMINATION, and though once their journey through the underground is complete some of that power fades, Frisk nonetheless remains Determined- Simply put, they're impossible to put down when they've got their mind set on something, and will keep going until they do what they need to do. Loves dogs, and can be a shameless flirt at times.

Scenarios

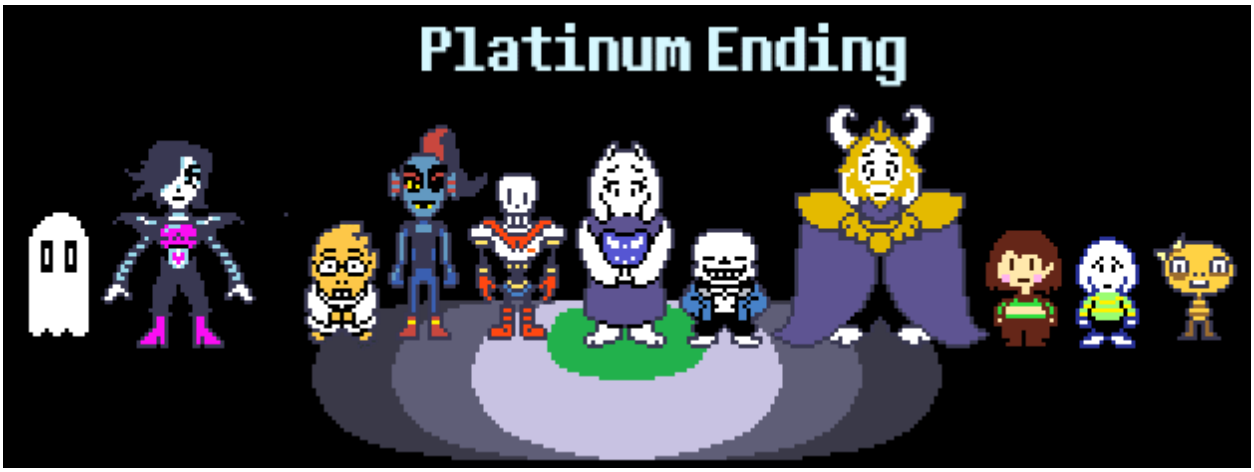
Underground Liberation: This Scenario may seem and sound easy but its not. Get the Pacifist Ending but to do that you need to go through the underground TWICE. Once to get a neutral ending. Meaning facing Flowey and then go through the underground again without killing anyone…and you still need to fight Asgore. BTW these rewards do not accumulate.

Golden: You just have to get the vanilla True Pacifist ending. Just Follow the events of the games and you should be set.

Reward – Hero of the Underground: You now have this reputation of being the savior of monster kind. This reputation will get you more respect from others. In addition, you also have this ability to find a way to break a seal, barrier, or other similar form of imprisonment.

Platinum: Okay this is tragic when you think about it. Both you and Frisk decided that Asriel and Chara deserve a second chance but at the Cost of Frisk's Life. Work them to ensure that their SOUL successfully revives the first fallen human and the prince of Monster

Reward – Determined to the End: Sometimes to do the right thing means to make a sacrifice. No matter how much it hurts. Your determination can help you with that. As long as you are doing a selfless act that will benefit the greater good for an entire civilization, your Determination will prevent you from suffering an mental or emotional fatigue from whatever act that you are doing, ensuring that you can see it to its completion.



Ultimate: But who wants bitter sweet endings?! THIS IS WHAT YOU ARE HERE FOR! Work with Frisk to find Gaster….you are going to need the aid of the annoying dog to find where the elusive void scientist. Problem the Dog might not want to corporate. You need to bribe him…with money. 350 G. You need to somehow get 350 G. Afterwards follow the dog to a door. The next part is a bit tricky get Gaster out and work with him in order to find the pieces of Chara and Asriel's Souls in the void. Then restore them. Then go through the underground as if you are going for the ending but at the last moment use the restored souls to revive Chara and revitalize Asriel

Reward – Asriel: The Prince of the Underground and a bit of a cry baby. As thank for revivng him without sacrificing Frisk. He can join you.

Reward – Chara: The First Fallen Human. Their faith in the world has been restored by your actions. He wants to join you.

Reward – Gaster: Thanks to your thorough search of the underground and determination. You found and retrieved Gaster. He is a bit curious about how much the world has changed and wishes to come with you.

Reward – Happy Ending Finder: What you did here should be impossible, but you told fate to suck it. You have this ability to find a way to get a TRUE happy ending. All the innocents go home safe and sound, the good guys win, the bad guys lose. You can find a way to make this happen. If you can pull it off is up to you and your capabilities

Group's Journey (Must complete the "Ultimate Ending" for "Underground Liberation" Scenario Or taken the "I'll Save them All" Drawback for 0 CP): This one is a bit special. You wake up in the underground but this time with company. You will be accompanied by the six fallen humans that came before Frisk. Well Not quite. You'll recruit each Human child one at a time by finding them first. Each Human Child is going to be located where you would normally find the following items in the underground: Faded Ribbon, Manly Bandana, Old Tutu, Cloudy Glasses, Stained Apron, and Cowboy Hat. When You find them convince them to follow you. After that just go for the Pacifist Ultimate Ending and you're done. If you have taken the "I'll Save them All" and decide to go for this scenario; then this will be how you enter the jump right from the get go.

Reward – The Fallen Humans: Patience, Bravery, Integrity, Perseverance, Kindness and Justice. A human Child for each Soul Trait. These are the humans that before Frisk. And they are coming with you. Tessa is Patience, Ethan is Bravery, Harmony is Integrity, Ivan is Perseverance, Emily is Kindness, and Clover is Justice.

Reward – Frisk, Sans, Papyrus, Undyne, Alphys, Mettaton, Napstablook, Mad Mew (AKA Mad Dummy), Muffet, Monster Kid, Temmie: If you haven't purchase this character as companions they can come with you free of charge

Reward – All the Reward for Underground Liberation: Exactly what it say every single reward for for every ending for the **"Underground Liberation"** scenarioi is now yours.

Drawbacks

There is another (+0): AKA Supplement Mode. Is there another Undertale Setting out there that you want to enhance with this jump? Or perhaps you want to combine this jump with the first Undertale Jump. Or maybe you want to combine this jump with.

Not So Yellow now huh? (+0, only available if you take the "Group's Journey" Scenario): What this drawback does is that it allows you to see the various of characters and areas that appear in Undertale Yellow. As a result you get Martlet, Kanako, Dalv, Starlo, Ceroba, Kanako, and Axis to join you on your journey.

What's a midi file? (+100 CP): All of the background music of the game plays as ambient music, and cannot be turned off or drowned out. Also, it's all been converted into terrible piano midis. I suggest packing earplugs.

The Taste is Indescribable (+100 CP): You suck at cooking. Like, you don't just suck, you're probably the worst? Anything you try to cook ends up a burnt pile of only-technically-edible sludge that's more likely to poison whoever tries to eat it than sate them. The worst part is, you're entirely unaware of this complete lack of talent, too...

Anime's real, right?! (+200 CP): You seem to be under the delusion that Anime is actual historical documentation about Human History. You're gonna seem weird once you get to the surface (or maybe you'll just seem weird in general). And also a bit more dangerous.

Poor Communication (+200 CP): You can't talk…like at all. You can write out your words on a notepad or use sign language but you can not speak…this might be challenging for you if you are trying to befriend people during your stay.

Hard Mode (+400 CP): The monsters here will be a bit more aggressive and a bit stronger. They will be employing attacks and tactics that are much harder to dodge and adapt to. Stay on your toes jumper because now they mean business. Try not to lose your soul.

Easily Lost (+400 CP): The underground is a large place, despite how the game makes it look. You will regularly find yourself going the wrong way, end up in a dead end, getting separated from your companions, etc. Hopefully you will have someone to guide you during your stay here.

Memory Lost (+500 CP): You can't remember anything about the jumpchain. This means you are going into this jump with only your in-jump memories if you get any from your origin.

No Fair! CHEATING! (+500 CP): YEAH! Why should you have all this game breaking powers. Welp we can't have that. From now until the end of the jump you will not have any perks or items. Except what you have purchased here and your body mod. Its only fair jumper.

I'll save them all! (+600 CP): Okay buddy I know you want to make sure everyone gets a happy ending but aren't you taking this a bit too far. What this drawback does is that you can't help but want to resolve everyone's problems in the underground and you want to find a way to save those that came before you. This obsession might lead you to resetting the timeline constantly until you can somehow get the true happy ending which entails: Asriel is back to normal, Chara has been revived, the Six Fallen humans are alive again, Gaster is freed from the void. Chances are you are going to be resetting constantly in addition something seems to be interfering with your progress.

Ending

The Long Battle Finally Over: Maybe all the time you spent here reminded you of how much you miss your own family. Your own friends. Either way... Nobody can blame you for wanting to go home. You'll keep all your powers, your items, and companions. And wherever you are... Don't give up, okay?

I Want to Stay With You: There are worse places you could choose to stay. Here you have friends, a place to stay... And if you want, you could even have a family.

I Have Places to Be: ... But we all know what choice you're really going to make. You're not one to throw in the towel now. You're too Determined. Well, kid, wherever you go... Know that your friends will be cheering you on, even if it's beyond space and time. Whatever your choice is, you will receive a commemorative photo of you and all of your friends, nicely framed. It'll never fade. Keep it as a memento. Good luck out there, kid. Don't kill, and don't be killed... That's the best you can strive for.

Golden Ending Memento

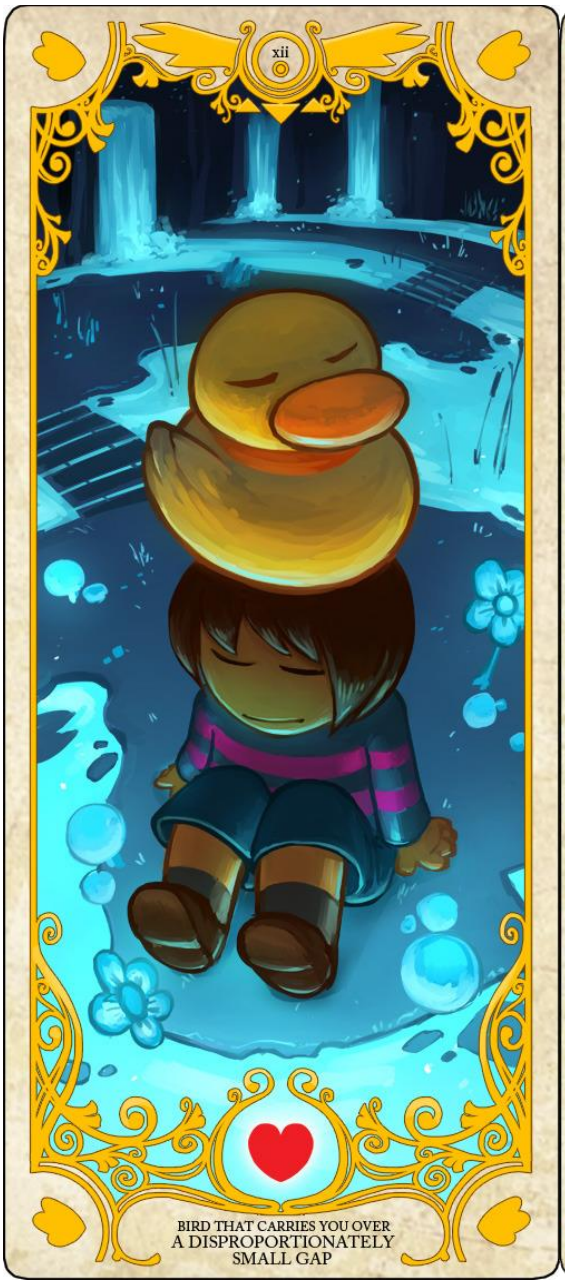
Ultimate Ending Memento

Notes:

By Sonic Cody12/ Sonic Cody123/Cody Majin

Seeing that the six fallen humans were never named in game. I used the names From a Fanfic “All in this together”. Clover is the name of the main character from Undertale \Yellow

Some Tarrot Cards


xii
BIRD THAT CARRIES YOU OVER
A DISPROPORTIONATELY
SMALL GAP

XIX
MONSTER KID

I
ASRIEL

XIII
ABSOLUTE GOD OF
HYPERDEATH

XX
sans

V
PAPYRUS

XI
UNDYNE

II
ALPHYS

XVIII
NAPSTABLOOK

I
MAD DUMMY

XIV
UP NEXT
MUFFET

xi
BURGERPANTS

XVII
METTATON

XVII
METTATON NEO

III
TORIEL

IV
ASGORE

XII
FLOWEY

XVI
OMEGA FLOWEY

VII
THE UNDYING

LV
XV
HP
EXP
ATK