

# Undertale Soul Supplement

Hello jumper. This is a fairly simple supplement, allowing you to add the souls into your JumpChain adventure. You get, as always, **1000 CP (Choice Points)** to spend on.

## *The Souls*

**Bravery (400 CP):** This is the soul of bravery, you obtain it and you are known for your destructive power and courage. You're also able to conjure weapons made up of your courage and weaponry, allowing you to buff your allies while making your foes see just how powerful you are. You also gain a damage boost the more you are hit, up to 2000%.

- **True Bravery (600 CP):** This is the even more broken version of the bravery soul, with a 4000% damage boost and what seems to be some sort of true bravery mode you undergo, a powerful transformation which could be added onto your arsenal.

**Integrity (400 CP):** This is the soul of integrity, and you are known for your immense grace and fortitude, even more so than Kindness. You have a way to use **Karma**, and you have the ability to jump when other SOULs do not. You, if you become strong enough can use the full power of this gravity. You also do not lose this soul by lying however it may become weaker.

- **True Integrity (600 CP):** The soul's effects are boosted, and you gain the ability to use the **Integrity Aura**, which is a shield that you could protect yourself from damage with. You gain the ability to conjure an even stronger soul weapon.

**Perseverance (400 CP):** The soul of persistence, you gain the ability to conjure pure weapons out of this one, and to move even faster and quicker than before. You have also some pretty dangerous abilities, like the **Statistics Amplification**, which amplifies your stats to even higher and maximum levels. You can conjure weapons of perseverance with this soul as well.

- **True Perseverance (600 CP):** This is a powerful soul that increases your durability and endurance. All effects are multiplied and you could keep yourself alive with magic. Like the other souls, you have the ability to conjure stronger, true forms of soul weapons with this soul.

**Kindness (400 CP):** This is more of a support oriented soul, allowing you to conjure weapons and armor around your allies to help them, along with getting to use your powers to heal others near-completely. You also regenerate the more you are in combat. You are **resistant** to the effects of the HATE soul.

- **True Kindness (600 CP):** You are **immune** to the effects of the HATE soul. You can use your shield and your armor, manipulating it into stronger forms. Your healing magic becomes 1,000 times stronger.

**Justice (400 CP):** The soul of Justice is a soul of pure ranged magic, along with increasing your overall offensive combat damage. You have the ability to shoot out Justice beams, along with pellets and allowing you to conjure a ranged or melee weapon made up of justice. Your feelings of justice are also amplified.

- **True Justice (600 CP):** Your effects are amplified to become stronger, along with you being able to have the ability to make your weapon even stronger than before. You could use multiple soul weapons at once.

**Patience (400 CP):** This soul is a myriad of things, allowing you to have your power over Time to a very limited extent. Like the other souls, you have a soul mode and aura, however it is weaker than the other souls. You are able to summon rope based weapons or use ropes to restrain others.

- **True Patience (600 CP):** The abilities of this soul become very amplified, and your weapons become potent and immensely stronger.

**HATE (800 CP):** This soul, unlike the others is a negative soul, increasing it up to 10 times their original power. This gives you inverted soul magic, darker variants of whatever soul that you use this along with.

- **Addon (Free):** You can use this soul on top of the other soul that you fuse it with.

**Determination (800 CP):** This is the desire to keep trying and trying, this is the main soul of the Player, and other powerful entities, and now you may have it all for yourself. This allows you to get back up from Death, even if its for a short bit. You can try and try again, determined to get past it. Once per jump, you may defy death.

- **True Determination (1000 CP):** THIS is where things get broken, You are driven by your willpower to succeed and destroy or help, and you can conjure pure determination weapons, which are much, MUCH stronger than Determination Weapons. You could conjure multiple Determination Weapons.

**Soul Combination (600 CP for 1, 1000 CP for 2):** You can combine both souls or more into a unified soul.

### *Other Souls*

**Custom Soul (Variable Cost):** This is a big one, if the soul is more weaker in power or not as strong as Determination, it costs **200 CP**. If the soul is like one of the seven traits, it costs **400 CP**, if it is as strong as the Determination/Hate souls, it costs **600 CP**, and if it revives multiple times and has many abilities, it costs **800 CP**.

## *Perks*

**Undertale's CHECK System (Free):** You now have the ability to check the stats of your opponents. For example, you could check their AT, DF, soul, any drops they might have and the "ACT" actions you could use to spare them. You could also check their HP if you have encountered them before along with their LV.

**The Capacitor (400 CP):** You now have the ability to store more than 6 souls inside of you. Use this carefully jumper. For example you can have multiple custom souls and then hate, and another soul. Fanwank responsibly.

**Unlimited LV (600 CP):** This perk allows you to go beyond LV 20, and you to keep gaining more and more power, up until LV 9999 and beyond, your stats, power, and your soul will increase by x2-3 every level.