

Alphabetized

wip obviously

the U/TAU compendium is SO cooked lol i did snatch descriptions from there though, so...sorry for that...

I have no idea if I'll add non-UTDR modifiers. I mean, it'd be funny, but shit'll ACTUALLY be longer than the Bible if I do add them.

Legend/Notes

- *Italicized modifiers have highly debatable definitions.*
- Bullet points are sub-modifiers.
 - “Sub-modifiers” describe modifiers that are directly derivative of others, such as **Spin** which is *literally* just an inversion of **Shift**, or **Error 404** which describes a specific character from an **Alpha**’d work.
 - Modifiers that are similar to an earlier one, but are *not* fully inseparable, do *not* count.
- Only *some* AU combinations (like **SwapSwap**) will be included, only for elaboration.

Modifier Modifiers

- ***n***: Repeats the modifier *n* times (e.g. 4Outer = OuterOuterOuterOuter). Minimum is often 4.
- **Revert___**: Makes the modifier only affect personalities; everything else stays close to the source.
- **___Revert**:
 - **Interpretation 1**: Restores the base personalities of the characters, but keeps all other effects of the modifier.
 - **Interpretation 2**: Completely breaks the world, reducing everyone to T-posing husks.
- **Sides**: Usually alternate takes, but these can really describe anything that’s significantly remixed without actually affecting the work’s core idea.
- **- (Minus)**: Does the *exact opposite* of a modifier.
 - Not all modifiers can be truly inverted (e.g. **Swap**); in those cases, the “Minus” versions will do what those do, but in the opposite way. So, an inversion of a serious take might be sillier, even if it “does” the same thing.
- **Half**: Dampens a modifier’s core idea.
- **i (Imaginary)**: Interprets the modifier’s core idea in the weirdest possible way, while still remaining technically correct.
- **Trios, Quartets, Octets...**: Describes a team of completely distinct AU characters trying to challenge a common foe. The characters almost always have something in common.

A

- **After:** A major character gets an unfortunate fate, but doesn't *truly* die. Instead, they're trapped in an otherworldly place, watching a new version of themselves thrive. They decide to try and help this new version of themselves.
- **Ainavol:** Has a major character regress to whatever inspired their origin, such as Sans ending up back in Earthbound. They will also likely appear much more menacing.
- **Alpha (Entirety):** UNIMAGINABLY increases the scope of the work, introduces several AU characters (sometimes derivative of older AUs) and makes it a powerscaler's wet dream.
 - **Alpha (Location):** The first ever AU formed within the multiverse, made to be the "perfect" version of the work.
 - **Alpha (Character):** A wandering spirit across the multiverse. Eventually mentors an **Ink**.
 - **Error 404:** A survivor of **Alpha (Location)**'s collapse, now living in the "Mainframe" (or equivalent) and conspiring to restore their home AU. They became so powerful because of the Anti-Void (or equivalent), and also eventually mentors an **Error**.
 - **King Multiverse:** The *real* monarch of the multiverse, yet still subservient to an **Error 404**.
 - **Infected:** An overpowered, sadistic monster that was once a tragic experiment, until they completely let a tulpa conquer their mind.
- **Alter:** Swaps characters around based on *romantic* relationships, whether they're canon or just popular in the fandom. May become random if there truly aren't any.
- **Apathy:** Every single character behaves like a specific one from the original work.

B

- **Baby Bones:** Shoehorns as many OCs as possible via dialogue. For example, someone saying "she was completely bamboozled when she saw that" might result in a character *literally* named "Completely Bamboozled When She Saw That."
- **Betrayer:** The "best ending" turns out to be a lie; the antagonist catches everyone off guard and destroys them. The hero notices however, and their power is pushed over the edge.
- **Blacklight:** The whole world becomes one big, colorful rave. Violence is almost nonexistent.

C

- **Call of the Void:** A major character tries to trick the antagonist, because they've found a long lost object that actually has the potential to permanently defeat them.
- **Candy:** Turns almost everything into candy. Even if characters *don't* get turned too, they'll probably still be dunked in something sweet.

- **Chapter Rewritten:** Swaps based on the chapter (or other form of segment) everyone appears in.
- **Chess:** Themes the world after chess.
- **Converted:** Swaps major characters with irrelevant ones. Not irrelevant enough for one to truly dismiss, though.
- **CORE:** The protagonist is booted outside of reality, losing their color in the process. Though they get lonely, they also learn about the multiverse. They eventually decide to let “universeless” individuals live in their pocket dimension.

D

- **Dance:** Gives everyone an affinity for dancing. Each character often has a different style.
- **Deal Gone Right:** Two related characters—one being successful and the other being miserable or doomed—switch fates.
- **Differentopic/Random Role:** Completely random characters from all over fiction are crammed into a single work’s cast, whether they fit or not.
 - **Bullshit:** *Specifically* makes the most unfitting choices possible. May also pick out niche media. This subset includes AUs like **Terrible Choices** or **Oops I Made A New AU**.
- **Disbelief:** A major character dies, so whoever is closest to them assumes their role out of grief.
 - **Apposite Day:** The major character is back, but grieves the exact same way as whoever grieved them in the **Disbelief** AU. And yes, that person’s the one who died.
- **Dream:** Turns the work into one big dream. Often involves a symbolic conflict between a “good” character, and an “evil” one.
 - **Dream (Character):** The “good” character in question, often being a light entity in disguise. Very cheery on the outside, troubled on the inside. Tasked with defending something positive, on top of being positive themselves.
 - **Nightmare:** Once a pained soul tasked with defending something negative, now made into the “evil” character after embracing their own negative feelings (and using the “negative” thing for themselves). If they reach the greater multiverse, they might even assemble a team of antagonistic AU characters.
- **Dry:** Extends a historical conflict into the timeframe of the main story. The world looks like shit, and almost all characters are wounded, since the war has gone on for so long.
- **Dust:** A major character receives forbidden knowledge about their world. It breaks them enough for them to begin killing others, even their friends, usually for what they call “the greater good.”
 - **DustSwap:** The character doesn’t kill directly, but instead somehow fakes their death, then exploits the shock and grief of whoever is closest to them. That person is very unwilling, but compliant nonetheless.

- **Dustbelief:** The person closest to the character accidentally kills them. Grief gives way to rage and madness, especially when the murderer returns as a hallucination/ghost, and so they pin it on you.
- **DustDust:** *The character's motive slowly becomes plain hatred (or something similarly depraved), instead of the belief that it's necessary. They may also gain access to a larger amount of victims.*
 - **B2G!DustDust:** Someone else gives the character the power to enter completely different narratives, so long as the medium (game? cartoon?) remains the same. The character uses this to track down the player/reader.

E

- **Echo:** A catastrophic incident erases all living beings from the universe, except for two...one of which is a cross between a major but still “normal” character, and an extremely mysterious one. They now have the goal of finding a way to restore everyone...but not only is the universe’s geometry broken, but *it eventually turns out to be impossible to*.
- **Eclipse/Failed Pacifist:** The “best ending” is fumbled near the end, causing the “Eclipse” to arrive; an event more cataclysmic than anything else in the entire setting, whether it even fits into it or not.
- **End of Humanity:** Not only is every single fight dragged out, but every character is uncharacteristically overpowered and violent specifically towards you.
- **Epic:** Turns the work into a piece of shonen manga. This obviously results in a stronger cast.
- **Error:** An AU character (usually **After**, but not necessarily) is booted into the Anti-Void (or equivalent). They go insane and try to erase other AUs.

F

- **Fail:** Makes all characters but one *really* stupid. The one smart character left often tries to fix everything, to no avail.
- **Fallen Stars:** Involves the cast being exiled to outer space, resulting in many initial deaths, then a society that’s held together by duct tape. Everyone is either sad, or aggressive.
- **False Reset:** The cast consciously allows the villain to “succeed” and think they’ve actually gotten away with everything...*when they really haven’t*. This leads to a surprise fight where the villain’s odds of victory look tinier than ever before.
- **Farm:** Replaces the setting with lots of farmland. Also called “Agri” in U/TAU.
- **Fatal Error:** An **Error**’s attempt to delete an AU character (usually another **After**) is botched, leading to both bodily corruption and mental instability. The character isn’t completely evil, they just want to reconstruct their friends (with rare success), but outbursts are common.

- **Fell:** Corrupts the world, and flips everyone's moralities; heroes are villains, and vice versa.
 - **FellFell:** Reverts morality changes, but still has a generally unsavory setting.
 - **FelledFell:** **FellFell** if it made the setting *even worse* instead of "canceling out." It's really just an alternate name.
 - **Hell:** Another alternate name. Might also appear genuinely hopeless, unlike other FelledFell takes which just make designs more eye-burning.
 - **Fellswap Gold:** It **Swaps** all **Fell**'d characters around, first of all, but the world is also overrun by bigotry instead of general aggression.
 - There are *so many more* sub-modifiers of this that they're getting their own category now. It's named "FELL HELL" if you're interested.
- **Fever:** Makes the work a hilarious "horror" series by cobbling together as many analog/digital horror cliches as possible. Also intentionally surreal and disconnected.
- **Fresh:** A major character ends up with a parasite or other infection. They masquerade as an "X-tremely radical" figure, so their victims don't see anything coming.
- **Frost:** Makes everything very cold. Characters *may or may not* adapt to this.
- **Future:** Makes everything sci-fi. Many characters become partially or entirely robotic.

FELL HELL

Run for your life.

Also, yes, *every single one of these* are derived from **Fell**. *Blame the U/TAU server, not me!*

Regarding Morality

- **Flew:** *Strengthens* moralities instead of flipping them; "good" becomes even better and "bad" becomes even worse.
 - **Lower:** Dampens morality; good guys are less good and bad guys are less bad.
- **Float:** *Improves* the world, but still flips morality just like **Fell** does.
- **Rose:** Makes *everything* better!
 - **Wilt:** ...Makes everything *worse*.
- **Stood:** Makes everyone perfectly morally gray, unless they already are.

Regarding Order

- **Chill:** Makes *everyone* more orderly.
 - **Chaos:** Makes everyone more *chaotic*.
- **Fling:** Inverts how "orderly" characters are.
- **Flow:** Exaggerates how "orderly" they are; lawful characters are completely rigid, and chaotic characters do serious bullshit *constantly*.
 - **Calm:** Dampens orderliness; lawful characters are just neat, and chaotic characters only like a *bit* of mischief.

- **Stand:** Forces all characters into the exact same level of orderliness.

Regarding Honorability

- **Flat:** Forces everyone into the exact same level of honorability.
- **Flaw:** Exaggerates how “honorable” characters are.
 - **Lean:** Dampens honorability.
- **Honor:** Makes *everyone* more honorable.
 - **Dishonor:** Makes everyone *less* honorable; everyone is a dick.
- **Loom:** Inverts how “honorable” characters are.

Regarding Complexity

- **Complex:** Makes the entire story more complex.
 - **Simple:** Dumbs the entire story down.
- **Plexian:** Exaggerates how complex each character is; one-note characters *literally* contribute nothing, while complex ones receive 800 pages of lore.
 - **Plexish:** Dampens complexity; flat characters receive some more depth, but already complex characters are simplified.
- **Plexless:** Forces everyone into the exact same level of complexity.
- **Simplex:** Inverts complexity; one-note characters become extremely deep, and vice versa.

G

OH MY GOD, FINALLY. WE'VE ESCAPED FELL HELL.

- **Godverse:** Stretches the work to the *absolute limit* in terms of power, often causing the setting's scope to surge past even the “omniverse.”
 - **Everything:** A fan favorite is seamlessly fused with every single AU of themselves, including obscure or even fully private ones, resulting in a nearly omnipotent being. They *somehow* do not get disfigured from this, either.
- **Glitch:** The laws of reality break just enough to let many new things happen, such as dead characters returning, or inaccessible places becoming accessible. An entirely new, fear-based antagonist arrives, though, forcing the now-expanded cast into a series of flashy battles.
- **Gore:** Adds gratuitous levels of blood and gore, first of all, but also has a virus arise from a failed experiment that causes all of that bloodshed to arise.
- **Grass:** Applies plant theming, from flowers to weeds. Obviously, this results in lots of green.
- **Green:** Introduces a blatant recolor of a major character that's also very meme-y and chill.

- **GZ:** Introduces themes of experimentation and the shattering of a family, especially after one particular incident kills someone important. A noble character might also become malicious, and push away even the person closest to them.

H

- **Handplates:** Takes a few characters (often 2), and recontextualizes them as lab experiments.
- **Hard:** Makes everyone more powerful, badass and eager to fight you.
- **Hard Mode:** Makes the game harder, or if the work *isn't* a game, more intense...but also makes the universe goofier. Though, *none* of the characters are fundamentally changed at all, allowing this modifier to be separate from just **Hard**.
 - **2031:** A specific route where you mentally shatter characters by saying their secrets to their face. You only know said secrets because of sequels that didn't exist when the work was first published.
- **HELP_:** Grotesquely fuses all AUs together, resulting in a corrupted setting, and nearly unrecognizable amalgamations called "ITs."
- **Hobo:** Makes everyone extremely impoverished.
- **Horror:** Has the "normal" ending of a work spiral into the worst possible one after a long time, often involving famine and common horror tropes.

I

- **Ink:** Has a major character end up in a multiversal void, discover color (or something else "creative") that brings back their emotions, and ultimately become a multiversal protector.
- **Insanity:** A major character is either extensively experimented on, or simply completely ruined by someone else. They rapidly go insane, until they tear everyone they find apart like a wild animal.
- **Inverted Fate:** Has an antagonist begin an entirely new timeline. They were gonna make it all theirs, but they fumbled, so they just got a world where some people swapped while others didn't. They and the protagonist are the only ones to remember *anything* before the restart, and it's not even everything either, so they're forced to team up to figure out what happened.

J

- **Joke:** The cast now has an affinity for jokes, and though most of them are lighthearted, a handful of them were driven legitimately insane by a substance. That also led to them being wanted.

K

- **Karma's a Bitch:** A “side” power of a major character becomes their selling point instead.
- **Killer/Something New:** An antagonist convinces a major character to accept their control. This takes a while to happen, but the victim eventually complies out of sheer jadedness. The more they subsequently kill, the more distorted they look.

L

- **Last 27 Hours:** The world is *going* to end soon. No way around it. Everyone becomes increasingly desperate, culminating in some major characters snapping and trying to kill. Also, the protagonist in particular is being targeted, for some reason.
- **Last Breath:** Massively extends a specific fight, due to a combination of the fighter having learned way more about their opponent, and them simply being more resilient than ever.
 - **Endless Breath:** The fight *literally* lasts forever!
- **Little:** Almost everyone is a child; very few people are kept as adults to look after them. Also apparently dampens most grimdark modifiers.
 - **LittleDust:** An example of a modifier dampened by **Little**. No character becomes a murderer; instead, one becomes a playground bully. Still bad, but not atrocious.

M

- **M87:** Takes a completely random named space object, like a black hole, and styles a major character after it. There's rarely actual lore, it's just to look cool.
- **Mafia:** Everyone works for the mafia now.
- **Mashup:** Replaces all of the work's elements with another's. Sometimes they can even be like **Random Role** AUs, but all characters must belong to one medium.
 - **Barrier Blocks:** Minecraft (usually YouTubers)
 - **Blox/Town of Robloxia:** Roblox (duh)
 - **Destroyed Realities:** Rick and Morty
 - **Final Cutaway:** Family Guy
 - **Garf/Bad Monday:** Garfield
 - **Mobius/Sonic Adventure: ____:** Sonic the Hedgehog (duh)
 - **Nights Unwinded:** Five Nights at Freddy's
 - **Overtime:** Team Fortress 2
 - **Sponge:** SpongeBob
 - **Tale:** Undertale
 - **The Simpsons: ____:** The Simpsons (duh)
 - **Toad:** Super Mario
 - **Toon:** Animation in general
 - **Tuber:** YouTubers

N

- **Negative:** Moralities are flipped, and so is the core theme of the story. The world itself doesn't look different (unlike **Fell**), but it may actually be darker (or lighter) than it appears. Characters' outfits also resemble photonegative versions of the originals.
- **Nega:** Everyone drowns in their own negative emotions, mostly sadness.

O

- **Ocean:** Takes everyone to the ocean, either making them into pirates or sea creatures (real or mythical). Locations are redesigned to have aquatic theming as well.
- **Openheart:** You (yes, *the "you" in real life*) can talk to the protagonist now.
- **Other Colors:** A major character uses something extremely powerful, and though they *do* become strong, their universe can't accept them anymore. So, they're ejected into the wider multiverse for a long time. When they do rediscover their home, everyone's already moved on, making them stay away...that is, until a new threat arises.
- **Outer:** Takes everyone to space. They may either be on the Moon, or *actually* go interstellar.
 - **OuterOuter:** Increases the scope of the setting to be intergalactic. Character designs are usually dreamier.
 - **OuterOuterOuter and further:** It just keeps increasing the scope. Eventually, even the universe and multiverse are surpassed.
 - **RevertOuter:** Nature or earth themed; everyone makes a *really* big deal about the fact they live on Earth (or whatever their planet is).

P

- **PaNtS:** mAkEs iT oBjEctiVeLY gOoD!!!1
- **Plan B:** Two major characters work together to stop you with a very risky plan. Those two characters are supposed to fight you separately in the original work. There may also be different routes depending on who you take first.
- **Player:** The player/reader becomes dissatisfied enough with all preexisting endings to insert themselves into the world. They do this to achieve an even grander ending than the one that's already considered "good."
- **Poké/Trainer:** Sends everyone to the *Pokémon* universe, then turns them into trainers. They are still perfectly recognizable as themselves, however.
- **Possession:** An antagonist hijacks a major character's body against their will, much to their grief.
- **Prunsel:** Exactly one character is replaced with a disturbing floating image. It doesn't speak, walk, or do anything else, all it does is move...and stare. The rest of the world is unchanged and acts as if this is completely normal, with people even giving it an often bizarre name.

Q

R

- **Reaper:** Characters become deities, probably including a god of death.
- **Rejuvenation:** A formerly defeated character is “fixed” somehow, and joins a decisive battle. Once their ally is defeated, the character is forced to continue the fight for their sake. Usually someone more optimistic than the original fighter is used.
- **Revenge:** A major character dies. The person closest to them is enraged at the killer. So, after meeting someone more mysterious and making a deal with them, they become unstoppable...yet at the same time, they might actually just be a puppet.
- **Rot:** The fandom goes completely insane and starts making straight bullshit. They’ll come up with stuff like “my new oc john eats delta symbols all night.” Whoever actually thinks of that must have...heh...**some king of deltaroi**...

S

- **Science:** Has a major character step into the role of a scientist.
- **Sense:** Specifically goes for the stupidest scramble possible.
- **Sixbones:** Two characters end up in a grotesque fusion. Said fusion isn’t necessarily hostile, but *is* both in constant pain and rarely able to act like the originals.
- **Shift:** Moves characters around in one big “circle.”
 - **Spin:** Simply **Shifts** in the opposite direction.
 - **Terraformed:** Alternate name for **ShiftShift**.
- **Sudden Changes/Gaiden:** *A major character gets a weapon that’s both badass and extremely unfitting, usually a gun. There’s also a few character swaps, but there’s barely emphasis on them.*
- **Swap:** Swaps based on *general* relationships, Whether they're romantic, platonic, familial or whatever else doesn't matter as long as they're important.
 - **Swapfell:** It’s a **Swap** universe if it **Fell**, first of all, but it also looks more “toxic” and “sickly” than both **Fell** and **Fellswap** universes, which look more “sharp” in comparison.
 - **Swapswap:** Brings people back to original roles, but with leftover **Swap** traits to keep it from just becoming the original work.
 - **Tory Fox:** A take on a Swap AU that tries to make it feel like a version of the original from an alternate universe.
 - **TS!Underswap:** A take on a Swap AU that preserves original personalities, and has much more creative ways of ensuring everyone still fits their new roles.
- **Steam:** Applies a steampunk aesthetic to the world. Some characters even gain mechanical parts.

T

- **Takes Action:** A character that was originally very passive actually finds their voice this time, resulting in an all-new fight.
- **Tears In The Rain/Conceptualized Neutral Run:** Someone decides to step in the protagonist's way, not out of rage or violence or anything, but just disappointment. *They need to talk.*
- **The Other Puppet:** Swaps based on a divide, such as the one between Lightners and Darkners. However, individual character swaps still exist; the "divide" is just a basis for them. Also, one or two characters are usually the selling point.
 - **Puppet Pipeline:** The result of stacking The Other Puppet over and over again, with each iteration drifting farther from the base. Expect a lot of references to other media, too.
- **The Thought Seraphim:** A character fuses with an *extremely* strong object(s) to finally do something everyone was hoping for a *very* long time. Not only is the result seamless, but also damn near unstoppable.
- **Toggle:** Swaps the winners and losers of a major conflict.
- **Tomb:** Applies a horror theme to the world, and generally makes it much darker.
- **Toxic:** A nuclear meltdown kills off some characters, and deforms the rest. The aesthetic also involves lots of green and sharp edges.
- **Twist:** Completely scrambles the cast, but the result often still makes *some* sense.

U

- **Ultra:** A major character receives a gargantuan "final form," often resembling another character's. The resulting fight is more about looking cool than anything else, though.

V

- **Verse:** Brings several AU characters together, usually the most popular.
- **VHS/Hacker's End:** An opponent punishes you for trying to cheat, especially against them. Their face is completely ruined, and their attacks are corrupt and generally more brutal. *It's your fault.*
- **Vital/Delta:** A major character uses a special object out of desperation, and it works! Not only do they have great physical strength, but they also didn't change too much.

W

- **We Finna Box:** Adds unfunny 2019 Discord humor.
- **Weird Route:** A hidden route/timeline where the protagonist gets someone else to push the universe's limits with them, in an attempt to shatter predestination. But really, it only gets worse.

- **Wiki:** Has an entity live inside an online database to lightheartedly mess with the fandom. Their body is a massively corrupted version of a major character's.
- **World:** An external entity horrifically mutates the cast into killers. The resulting world is so bleak and gory, that any "good ending" is impossible.

X

- **X/Cross:** Yet another AU meant to be "the perfect one." Mostly monochromatic, and often has 9 previous "iterations." The most important characters are also able to travel the multiverse.

Y

- **Yellow:** A prequel about someone who was in the protagonist's shoes before, but wasn't quite elaborated on until the prequel came along. There's also all-new characters and locations. The "canon ending" almost always has the character depart in some way, usually dying.

Z