

REALITY'S REFLECTION

Official Write-Up



Logo artwork by Rainy

Hello, everyone! This is HyperFlowey, and I present to you the official writeup for the Undertale AU ***Reality's Reflection***, inspired by the *Mirrored Inversion* AU by Doctorine and Kalin.

What is *Mirrored Inversion*, you may ask?

Well, I'm sure most of you know this, but in case not, MI is a version of Dorked's popular AU *Inverted Fate* with the properties of Underswap, meaning that Sans is a scientist instead of Papyrus, and y'know... the rest. However, I think the AU could be a lot more than what it currently is, and after seeing/listening to the Tony Wolf and Temmie Chang *Underswap* soundtrack projects by Junnboi and MoonStriker respectively, I have decided to write up a version of MI that takes advantage of the character swaps rather than just playing them straight like some switch up AUs often tend to do starting off. Eventually though, the project will - and/or might probably have already - shape up to be more than just a take on *MI*, and moreso a marriage between the best elements of several role shift AUs.

Think of RR as IF's answer to *TS!Underswap*, because the characters, although swapped with one another, retain their original personalities while having distinct occupations and roles to play from both *Underswap* and IF. I will also be utilizing ideas from various interpretations of *Underswap* (both design-wise and music-wise) to create a story and setting that is distinct from the original IF, alongside some original ideas of mine. This AU has been a thing for quite a while now, with a few songs made by myself on Soundcloud, go check them out here, and there's also been a lot of support from people like Rainy, who's a very respectful and good artist. Rainy is making great contributions with the character designs and helping establish each character's personalities and roles, so I'm very grateful for the support, thank you very much.

But I'm sure you're all wondering, "Why is this a write up and not a sprite comic?" Well, I'll confess something. I like sprite comics for AUs of *Undertale/Deltarune/etc.* and I have nothing but respect for the talent that many AU creators put into making their stories come to life. However, I'm not really much of an artist in the drawing side of things, and trying to organize a lot of elements like tilesets, sprites, lines of dialogue in cohesive still images takes a lot of time to process and get right, and I'm not as well-versed in the element of digital art as others. But the story will still be told, via separate documents that are linked together to form a cohesive whole narrative.

Before reading any parts of the story (which I still haven't written yet, but still I should mention this), I would suggest reading the FAQ for general information and clarification on things related to the AU. Enjoy!

FAQ (Frequently Asked Questions)

Q: What is the story of *Reality's Reflection*?

A: Ah, yes. The story of *Reality's Reflection* is very similar to that of *Inverted Fate*.

In an ambiguous parallel universe of *Underswap*, a human named Chara fell down into the underground of Mt. Ebott, where they made many monster friends and foes, most notable of the latter being an individual named Temmie. Although this cat-dog hybrid tried to show them the “true” nature of the underground for their ulterior motives, time and time again, Chara triumphed over the obstacles they faced with the power of love, compassion, and **DETERMINATION**.

Although their first attempt to leave the Underground peacefully did not come without a sacrifice (or maybe a few), they did their best to make everyone happy when they used their Determination to reset the timeline for both their benefit and the monsters'. However, Temmie used this to their advantage. Having gathered the SOULs of all the monsters and the humans who fell into the Underground prior to Chara's arrival, Temmie became a godly being, who claimed to have known someone following Chara on their journey without them realizing it. Although Chara tried their hardest to overcome their ascended foe's power, it was all in vain as the almighty Monster God claimed their SOUL and began to reset the timeline.

But as we all know... meddling with time and space can have big consequences...

The Monster God wished they had known this, because something mysteriously happened that sent the primal being back to where the whole conflict with the human named Chara began. Except... things were different. The Underground was structurally the same, but the destinies of six lost SOULs have been changed dramatically in this newly organized timeline, and so has the world around them. Things are old, yet new...

Q: Are there personality swaps?

A: No, silly - that would ruin the point of RR in the first place. ;)

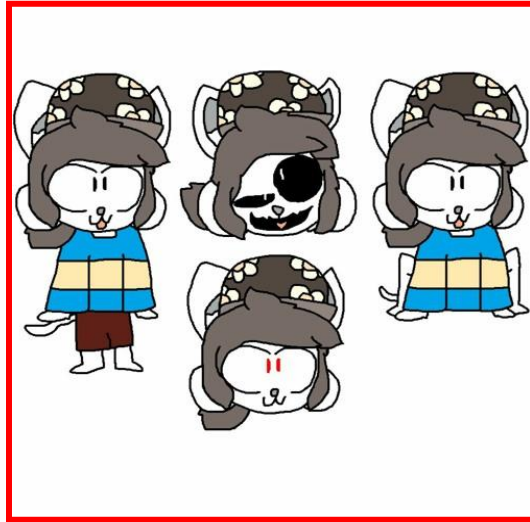
[More to come for the FAQ in the future.]

CHARACTERS

Here is a list of the major characters of *Reality's Reflection*.

TEMMIE

“tUcKy fUr u... tEm iS hErE t0 gUiDE U!”



Concept art by Rainy (originally for Rainy's AU *Undertale: Collateral Effects*)

- The mysterious monster responsible for this AU's new timeline, and the primary antagonist of the story. Temmie is a dog-cat hybrid who claims to offer advice and aid to those unlucky at a certain price, often being their SOUL if they're human.
- They, aside from somebody else, are the only character who remembers their life prior to the temporal mega-anomaly, though not of this new timeline.
- Similarly to IF's Flowey, they decide to be more active in accompanying Chara through their journey as a "friend" to disguise their true intentions. However, when a certain skeleton comes along in the story, they are rarely seen beyond subtle external hints and occasional moments where their human "companion" is by themselves. Maybe they're just shy, or maybe there's a different, more personal reason for their lack of presence around that lazybones...
- They speak in a... grammatically interesting way, for lack of better terms to avoid offense. They refer to it as "tEM tALK", but when they are offended or unimpressed, they drop the trait for something more serious.
- In a bit of a rivalry with a certain talking flower when it comes to shopkeeping and welfare, or at least in the original timeline. Time will tell if this holds true in the post-wave timeline.

CHARA

“For everyone’s future... I will stay DETERMINED.”

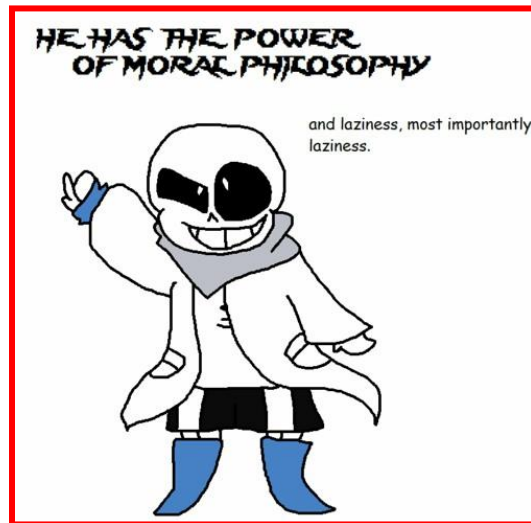


Art by Rainy

- A young human, around 13-14, who falls into the underground of Mt. Ebott, the main protagonist of the AU, and the eighth fallen human in the *Underswap*-verse.
- Much of their past is currently unknown, but their reasoning for falling down into the underground was to escape their traumatic life on the surface world.
- Personality-wise, they’re sarcastic and kind of cynical, very likely due to their life experiences with the rest of humanity, and thus have a difficult time trusting the good will of others unless it’s explicit. Deep down, however, they strive to be a better person than what their experiences had led others to believe about them.
- Much like IF Frisk, they change outfits over the course of the story (albeit not as much immediately), and even their physical appearance to suit their current mood.
- They additionally have some vague déjà vu of the previous timeline, much like their distant universal counterpart.
- They are well-versed with the concept of **DETERMINATION**, but they never once used this power until they fell down.
- Although they try their best not to let the tragedy of others get to them too much, when push comes to shove they have dangerous tendencies to blame it all on themselves.
- Despite not looking back on their human life with the best memories, they do retain their fond interests such as music, video games, books, and chocolate (they’ve learned to tolerate the white kind more but still prefer the milk or dark kind). The media they exposed themselves to is rather emotional, reflecting their internal habits.
- They are aware of a certain other human’s voice narrating their journey, as well as their flirtatiousness. However Chara prefers that this relationship remain platonic.

SANS

"hm, looks like this'll require some **sans**-ational logic to figure out."



Art by Rainy

- The deuteragonist of the AU - a lazy yet friendly and wisecracking skeleton scientist who lives in Sunnedout. He invents a few cool things here and there to help himself and others solve problems. Many monsters find him popular for that reason, but he doesn't give himself that much credit by comparison - it's for the sake of being humble. His brother Papyrus, although the two love each other, sees that as a blatant excuse for Sans' laziness.
- Said to be good friends with the current royal scientist Alphys, who gave him a special safety visor for his experiments, but currently, things are... complicated between the two. Regardless, his studies allowed him to read up on DT, LV, and EXP.
- Has a fascination for discussing alternate universes and timelines, even if some of them are shallow, weird, or just plain wrong. One universe that sticks out in a good way is one where almost all its counterparts are swapped in various ways, except for a few individuals. He even keeps in touch with his counterpart from said universe using an interdimensional communicator app on his phone.
- He wears the same lab coat every day, but is too lazy to wash it and he sleeps in it almost all the time.
- He's a big fan of a certain game he got from the dump that had a profound effect on him while playing it. In his exact words, "...it's hard to describe in one word."
- In addition to being Sunnedout's local inventor, he is also something of a moral philosopher. Having been inspired by a certain someone behind a door in Sunnedout Woods, he has informed perspectives, often pondering and questioning others' beliefs to try to reach a middle ground solution to complex issues. He remains firm to his beliefs but understands where others are coming from and is willing to support everyone as best he can, especially Chara when they are experiencing intense emotions.

FRISK

“Well, no time like the present.”



Art by Rainy

- The narrator of Chara's journey through the Underground, something of a tritagonist. Also the sibling to an adopted member of the royal family.
- Slightly younger than Chara when they died, around 12 or 13.
- Actually had a pretty decent life on the surface, but the events that led to them being the first fallen human in the underground are unknown and rather secretive.
- Although they didn't have the highest impression of Chara's cynicism at first in the original timeline, they grew attached to their courage and determination to see things through to the end, and is something of a tsundere.
- Even now, they have an interesting dynamic to their SOUL-linked companion, trying to deliver sass and encouragement to the latter to speak their mind. This is evident during situations where both of them experience something odd or emotionally indescribable. This has garnered them the nickname of "Sergeant Sass" from Chara.
- Their eyes look like they're closed (when they actually reveal themselves to Chara), but it's a habit of theirs to have them that way to concentrate on what they experience rather than being easily distracted by things.
- The revelation of Temmie's true identity in the old timeline has led Frisk to question the former's trustworthiness, but in very subtle ways that Chara does not understand despite their best efforts to decipher the truth. The former human grows a fascinating attachment to Sans for that very reason.
- Wishes they could return to their living state at first, but slowly grows to appreciate being the "human behind the human"... or something like that.

TORIEL

“Please, child, don’t interrupt while the teacher is speaking.”



Art by Rainy

- Former queen of monsterkind, but now she is the mayor of Olde Haven, the capital of Ruined Home. She escaped for similar reasons as she did in canon *Undertale*, but for even bigger Asgore-related reasons following the death of Frisk and Monster Kid.
- Although some recognize her as the brains behind the throne of the royal family, she insists that most monsters refer to her as “Toriel” or “Ms. Toriel” and that they keep her whereabouts and plans a secret; she does so in a kind of firm but polite way.
- Is aware of what goes on outside the Underground from an interesting fellow behind the door bridging Ruined Home and Sunnedout Woods, in addition to a few others.
- Does not regret leaving the throne, as she feels that Asgore’s new rule and order was misplaced. Besides, Asgore doesn’t know what she’s up to anyway.
- As Olde Haven’s self-proclaimed mayor, Toriel did her best to restore the city to its former glory as an alternative to New Monster City. This included public space restorations and advancement of education, basic citizen needs, as well as serving as the leader of an opposing branch of the kingdom’s main government.
- She teaches human history at Olde Haven’s Monster Academy alongside late Royal Guard captain Gerson, and both of them are the school’s only administration members. ...Don’t ask.
- Offers butterscotch cinnamon-snail pies as an alternative to one or the other.
- Toriel is aware of a gang of rebels in Ruined Home, but her pressures of teaching and protection of the people prevent her from doing anything about it.
- Is even more desperate to protect humans who enter the Underground than she is in canon *Undertale*, doing everything that she can legally to prevent them from leaving (without hurting them, of course).

METTACRIT

“Stay tuned for more, darlings!”

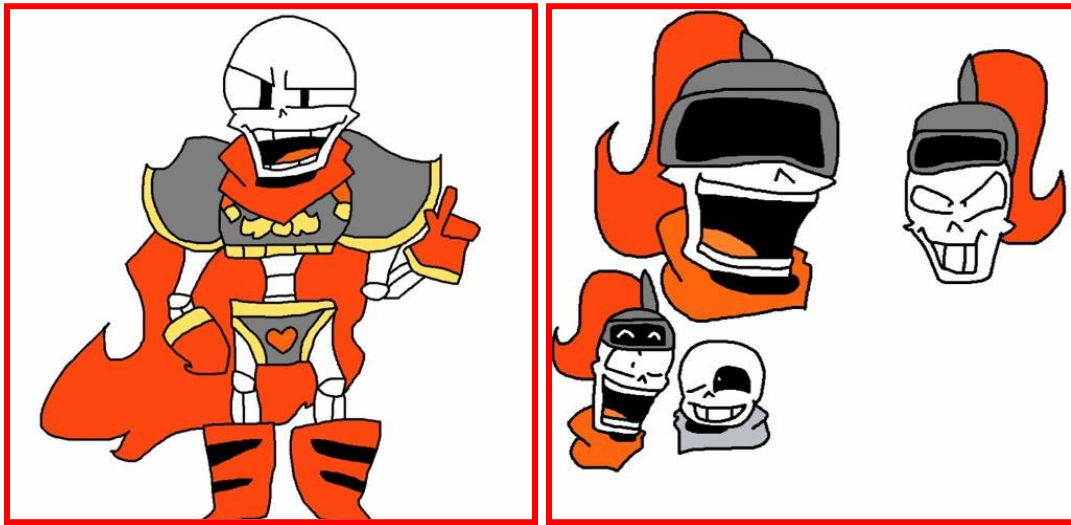


Art by Rainy

More info to come later.

PAPYRUS

“THE AWESOME PAPYRUS’ DUTY AS KEEPER OF SUNNEDOUT CALLS! AWAY AND OUT!”

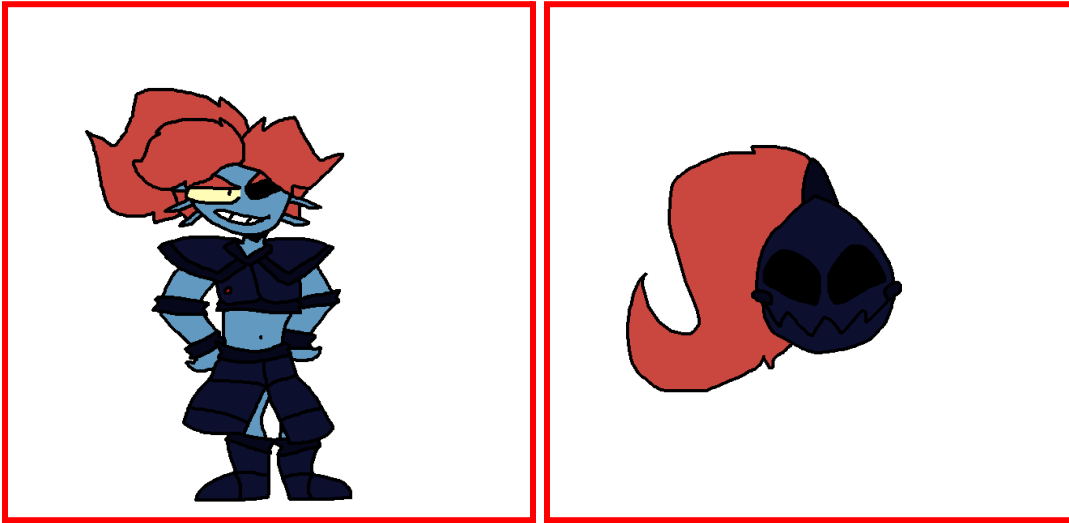


Art by Rainy

- A high ranking Royal Guard member, and the gatekeeper of Sunnedout and its most populated area, Sunrise Village (which has an “artificial sun/moon” created by Sans and Alphys), where he lives with his older brother Sans. He may be chill and cool while off duty, but when he’s called to action, he takes his job seriously. Like, really seriously.
- He is respected and revered by (almost) everyone in Sunnedout as both a person and guard, due to his cool but confident attitude. He’s gained an even bigger ego because of this, not to the point of ignorance, but considerably big, like a certain blue hedgehog.
- Succeeds more in keeping the Canine Unit (alongside other members of the Sunnedout’s Royal Guard division) in line this time, with more time spent lecturing them on duty.
- Created various traps and puzzles as a test for humans, but there is a 50/50 chance they actually work despite their apparent complexity.
- Sometimes wields a large magic bone sword, which he has dubbed “The Bone Breaker”. Don’t worry, he doesn’t wish to literally break people’s bones; he made it sound intimidating for people annoying enough to make him wield it to show who’s boss.
- Thanks to the large amount of training he got from Undyne and even his grandfather Semi, Papyrus is more experienced with bone magic, often throwing both blue and orange bones into the mix of his standard attacks and creating variations of Sans’ attacks.
- Likes to make poses in the bathroom when he gets up from bed, but this results in him being frequently tired out. He’s also proud of his cape, and pretends that he’s a superhero.
- In addition to spaghetti, he cooks other kinds of pasta, and sometimes top quality pizza.
- While on duty, he wears a science helmet that was made and given to him by Sans as a present for his promotion. This helmet has an intricate system which Sans dubs “**cool technology and stuff,**” one of its features being a digital emotion display system.

UNDYNE

“NGAAHH!! I must remain vigilant for my people and help breach the surface world! I’ll talk later!”



Art by Rainy

- The captain of the Royal Guard, and the top general of the Firespring Royal Guard’s military base: Fort **REBH**, (**R**esolve of the **E**arth’s **B**eating **H**eart).
- Cares a lot about her people, Alphys, and especially Papyrus. However, she has a love-hate relationship with Sans due to his laziness and unexpectedly complex logic and reason.
- When in battle or during training, she uses melee combat like spears in addition to a bit of martial arts, especially against new trainees as a means of building up their strength.
- Although she directly experienced the terrors of the Firespring Incident and believes that capturing (and killing) humans is part of her royal duty, she is not aware of the fact that the "Judge" who helped the monsters during the past incident was a human.
- Is on duty almost 24/7, mostly training soldiers and new recruits in the Royal Guard, reminding them that humans are never to be underestimated (and shouting at them during intense training regimens).
- Lives remarkably close to her old village home, as well as Mettacrit and Dapperton's house. She isn't really a close friend with Metta, but she is a fan of his cousin's music and shows, and does appreciate the amount of talent and support that Metta shows for Dapperton.
- Speaking of her relationship with Dappertune, she tries to support them as best she can, for she helped Alphys create their robotic body.

RALSEI

“I hope humans and monsters can live in peace!”

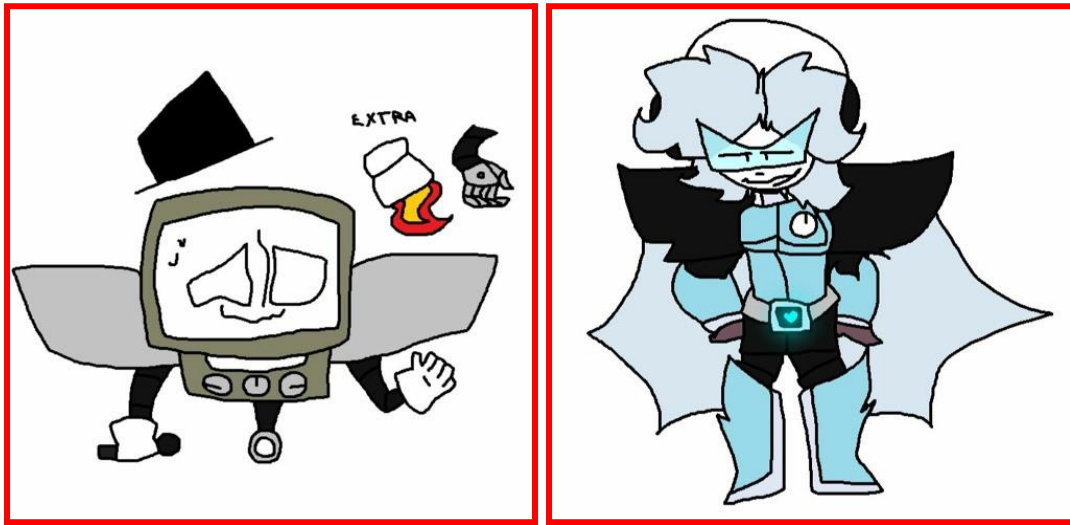


Art by Rainy

More info to come later.

DAPPERTON (NAPSTABLOOK)

“we’re going live in a moment... oh boy...”



Art and robot form (box and “SPIRAL”) name by Rainy

- The Underground’s shining musical star and DJ. With various styles and genres of music, they know how to make their audience’s ears pleasant. They aren’t known solely for making and performing music, however - they also own a popular news radio broadcast!
- Their robotic body was created by Alphys, with assistance from Sans and idea contributions from Undyne and Papyrus. Although initially nervous about their new body, Alphys assured them that they would have more confidence by allowing their true face to be shown on their screen. Over time they’ve gotten used to their new body, finding it versatile, and surprisingly comfortable!
- Is far from egotistical; in fact they’re very shy, and they sometimes end up creating awkward moments with others, but they surely ain’t afraid to show off what they got; music, magic tricks, whatever they can do.
- Dapperton’s not often the cheery type; in fact, they rely on others to cheer them up to make them feel more sure of themselves. They like to lay on the floor and feel like garbage, even if they’re actually pretending. Despite that, they are very happy when they’re around the people they care about, especially their cousin Mettacrit, who sometimes partakes in their shows!
- Their house in Firespring was scientifically enhanced by Sans and Alphys to combine with Mettacrit’s, so that they can hang out, rehearse and work all in the same space.
- They try to entertain their public as much as possible, doing everything they can for them and succeeding in their efforts. They try to be as careful as possible, and usually end up tired after a day of performing, hence frequent sweating.
- While attending radio shows, they feel a little more confident talking to other people. However, when the topic of humanity comes into question, they get as nervous, if not even more nervous than usual, when expressing their opinions around others, especially a grumpy old skeleton.

ALPHYS

“The power of anime, science, and magic never f-fails! Soon, e-everyone will go free! I swear!”

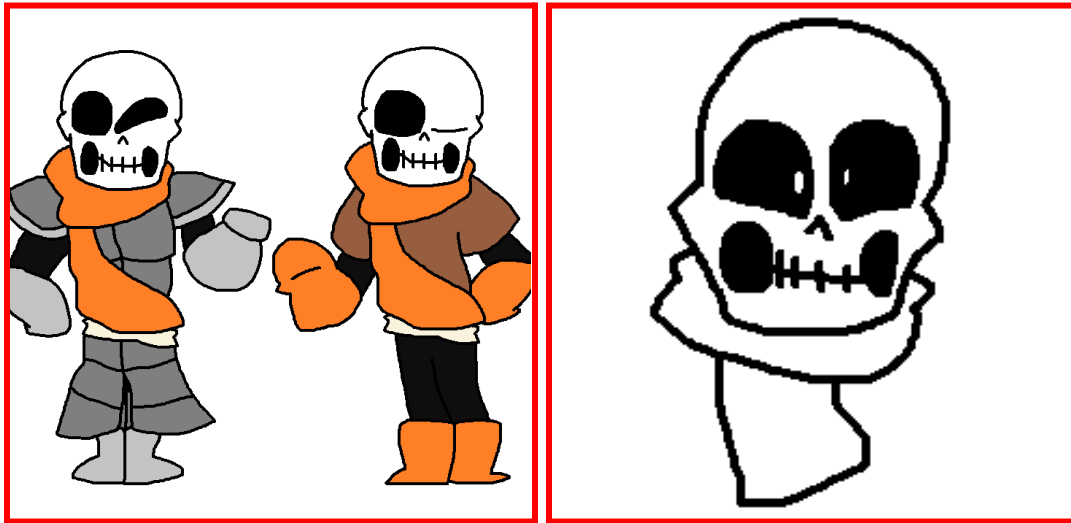


Art by Rainy

- The current Royal Scientist of the monster kingdom, plays sort of a “heroic” mad scientist role among her people but is also very dorky and awkward.
- Although she is said to be a fan of humanity, she denies this in favor of her sworn duty to defeat humans with the power of anime, science, and magic. For her, taking inspiration from humans is just a means of turning their strength against them, isn't it?
- She is a big anime fan, especially Mew Mew Kissy Cutie and its themes of friendship, teamwork, love, and magic. Alphys also likes winter-themed cartoons for the heartwarming emotions that fill her SOUL. Alphys also gets easily aroused when Undyne comes close to her whenever they watch TV together.
- Currently has a complicated relationship with Sans; although she does enjoy his puns and admires his big mind, she has some fears brought forth by the monsters' hostility towards humans that prevent her from giving her full credit and agreements with him.
- Gets along very well with Dapperton and their dazzling cousin, and has done everything to ensure that both get enough credit for their partnership. She's promised that one day, Mettacrit and more of the Blook family relatives get robotic bodies someday.
- Is a big fanatic at making cool gadgets and gizmos for monsters to relish in. She shares her ideas with Semi and attends meetings to discuss the devices' potential and safety.
- Rumors say that she dosed herself with ounces of Determination every once in a blue moon to try calming her nerves and convince herself that she's doing the right thing, and that once the barrier is broken, she won't have to worry about her duties any longer. Time will tell if that is true, and of her destiny...

SEMI

“All you youngsters at home shall watch and learn as I present this glorious invention!”

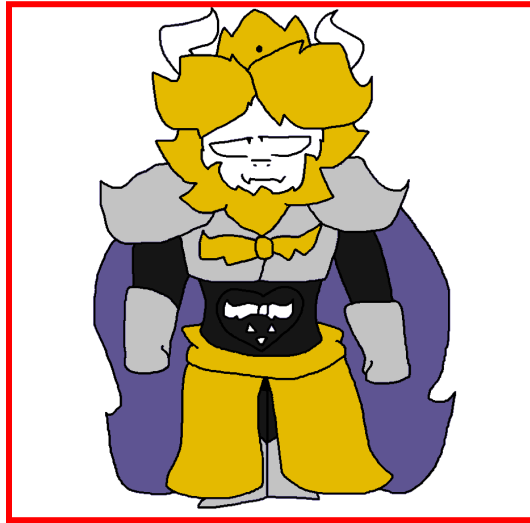


Art by Rainy

- Semi is many things: he's the manager of the Polaris' APEX (the Underground's source of magical electrical energy), the grandfather of Sans and Papyrus, and was once the senior Royal Scientist with Alphys as his apprentice before he let her assume head position.
- Even though he's retired from the Royal Scientist position, he still frequently keeps in touch with Dr. Alphys, and sometimes Asgore. He tries to be understanding of the monsters' situation while still being anti-human.
- Has insightful knowledge on previous experiences with humans; the Human and Monster War, along with the Firespring Incident and the discovery of the Royal Family's secret tapes, left a burning hatred in humanity that can't be quenched. Or can it...?
- Is an avid admirer of Dapperton's music, especially their classical and jazz works. He says that, "the classics fill my SOUL with feeling and power."
- Was heavily involved in the SOUL Experiments with Alphys and Sans 3 years ago, as he researched the human SOULs and their liquified traits, one of which would lead to him making a grave but conscious decision... Nevertheless, he is more of a chemist than Alphys, who provides the technical firepower.
- Gets rude and passive aggressive towards people who disagree with his anti-human notions, privately referring to them as "hare-brained slackers who need to get with the times and embrace the past." These experiences left Sans especially feeling quite ambivalent of him.
- Has a secret hidden away deep within the depths of the AXIS, something that he condescendingly dubs, "Project: BIG BABY."

ASGORE

“This is for the good of everyone.”



Art by Rainy

- The king of the Underground, and the broken-hearted ruler who just wants to end the struggle between humans and monsters and free his kind from their prison.
- Constantly thinks about his ex-wife Toriel, his deceased adopted children Frisk and Monster Kid, and his biological son Asriel, who ran away from home for reasons unknown. The public revelation of Frisk and Monster Kid's plan in the tapes that retired war veteran and APEX manager Semi discovered caused him even more grief.
- Pushed for further military development after the Firespring Incident, which left a huge impact on the Royal Guard's tolerance and justice towards fallen humans.
- Asgore enjoys tea like in canon *Undertale*, he drinks it almost every single day to soothe his feelings and shares it with everyone who visits him. He also enjoys planting flowers and painting, plus the annual “Santa Claus” disguise visit in Polaris.
- His real name is surprisingly unknown to most of his people, who mostly call him “King Dreemurr”. No one can tell the difference between the King and “Santa Klaus” because he's just that good at keeping a cheerful facade, and a subtle disguise too.
- Has better control of his magic than in canon, and his attacks are more deliberate and powerful. He tends to hold back even more, however, due to his greater grief and suffering.
- The Firespring Incident and the people involved left a harrowing effect on him. In addition to the fact that the human who caused it pretended to serve in the kingdom's high council as a spy, the “Judge” who helped him deliver judgment has long since passed away due to the monsters' greater resentment towards humanity.

ALTERNATIVE/UNUSED DESIGNS

These are alternative/unused outfits and designs for some of the characters.

Chara's Alternative Outfits

SUNNEDOUT/SUNRISE VILLAGE (SNOWDIN FOREST + TOWN)



Art by Rainy

DATING (SKIT)



Art by Rainy

FIRESPRING PASS (WATERFALL)



Art by Rainy

POLARIS/THE APEX (HOTLAND/CORE)



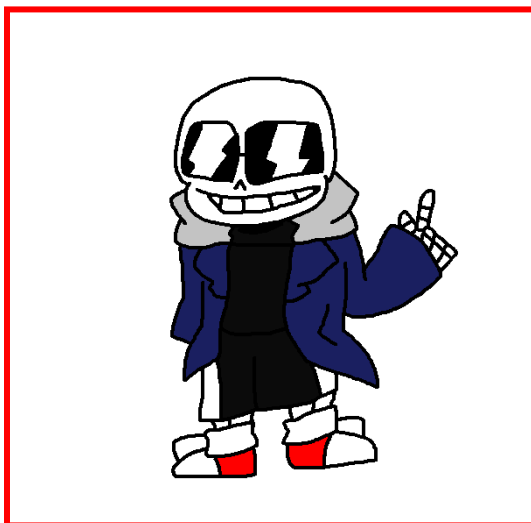
Art by Rainy

Frisk's Original Design



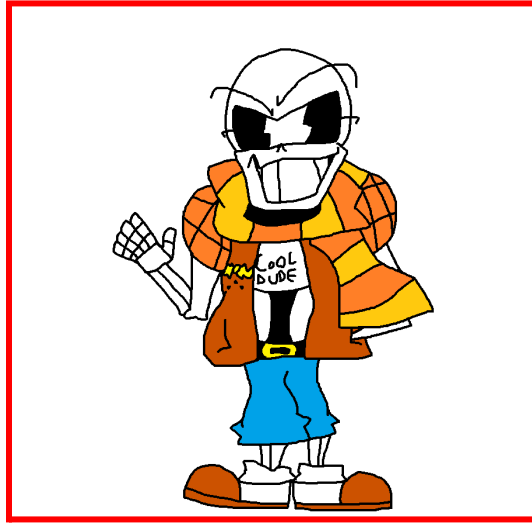
Art by Rainy

Sans' Dating Outfit



Art by Rainy

Papyrus' Dating Outfit



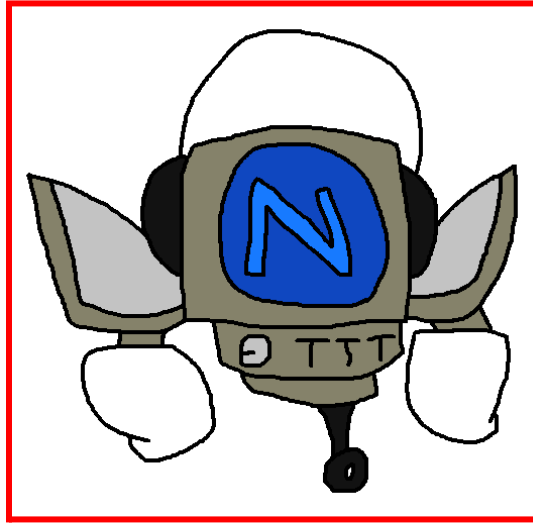
Art by Rainy

Undyne's Casual Outfit



Art by Rainy

Dapperton's Original Design



Art by Rainy

Asgore's "Santa" Outfit



Art by Rainy