Rinnosuke Doujin (Hidefu Kitayan)

By IGanon



Setting

This is set in a similar, yet different, Gensokyo to the main Touhou setting. The story focuses on the life of Rinnosuke Morichika, a simple half-youkai curio story owner, and his struggle to deal with the crazy world that is Gensokyo, a land where everything that fades into fantasy ends up. Here the youkai and humans alike are generally lazy, greedy, violent, jealous drunks with little respect for anyone's life, and he just happens to be constantly caught in their little fights… Mostly, he'd just like them to pay their damn bills and stop bugging him.

You start with 1000 Curio Points to begin your adventures here.

Race

You may freely choose to be male or female.

Human – +100: You should know what this is. You're an ordinary human, physically weaker than a youkai but not sharing their weakness to psychological attacks. You are, however, vulnerable to diseases that specifically affect humans, but are immune to diseases that affect youkai.

Half-Youkai – free: As a half-youkai, you have few advantages or disadvantages of either. You need little sustenance, no more than a single drink and a small bowl of vegetables a day (handy for when some people keep breaking into your house and eating all your food). You can be affected by diseases that affect youkai and humans, but you are more resistant to disease than "pure" members of either race. You do, however, share the agelessness of a youkai.

Half-Phantom – free: Half-Phantoms have two bodies, one humanoid, and another phantom. They have significantly extended, but not ageless, lifespans. They are harder to detect than either humans or phantoms, being neither truly alive nor dead and are noticeably cooler to the touch than humans (but warmer than pure phantoms).

Magician (Youkai) – free: You are a former human who discovered the magical secret to eternal life. While technically a youkai, you do not share youkai traits beyond not needing to eat and not aging. In all other respects you function like a human.

God – 100: Gods typically look and act like humans and live among them. Gods are empowered by and require faith, often going to great lengths to cultivate more. Without any, you are not inherently stronger than a normal human, with your strength scaling based on how much faith you can get. You may define what you are god of, gaining some limited power over your domain (which will grow more potent as you amass faith). A god of childbirth, for instance, might be able to predict important events in the life of a newborn, while a god of alcohol could cause a bag of grapes to become a bag of wine and a harvest god could bless a field with bountiful yield.

Youkai – Varies: All youkai are strongly resistant to ordinary physical damage, heal extremely fast when injured, but can be repelled by specific anti-youkai wards. They are greatly empowered by the full moon. Do note that animal-based youkai tend to pick up traits from their animal half, such as a love of dog treats, a desire to be walked, or a particular fear of scarecrows. Subtypes of youkai have other advantages or disadvantages, as below;

Tsukumogami – 100: You are a living object, one that lived for more than a century before becoming alive. You may pick which object you were before becoming a tsukumogami and have some small traits from your original item; a drum tsukumogami may enjoy being beaten and produce music when hit for instance, or an umbrella tsukumogami may have a second umbrella body that can shelter people from the weather.

Yamabiko – 100: Yamabiko are mountain echo youkai. They are typically shy, physically dog-like humanoids with the inherent ability to mimic any noise they hear. This does not need to be a sound created by a living creature. They rarely speak quietly and can yell loud enough to carry their voice over great distances.

Fairy – 100: Fairies are very weak, typically extremely immature magical nature spirits. Even an ordinary human can outsmart them though you do not share this particular downside. They do regenerate after dying to make up for their general weakness, however you do not share this advantage. Anywhere they live will flourish with natural life as nature turns dying plants healthy and healthy plants become unnaturally fecund.

Beastman – 200: Perhaps you're a werewolf, perhaps you're a were-hakutaku. At will you may shift into a much stronger form, such as a human with the ears and tail of a wolf, or the horns and tail of a hakutaku. The transformation is non-optional during the full moon.

Kitsune – 200/300: Kitsune (fox youkai) have a strong natural affinity for illusions, trickery and fire magic. They are additionally able to shapeshift though they must have some mark of their youkai nature (such as their ears and tail). They may cover it up, but not completely remove it. For the 200 CP option, you're a single tailed kitsune, though you will grow an additional tail for every century you live (up to nine), at which point your hair, tails and fur will turn golden. Purchasing the 300 CP option makes you already a nine-tailed kitsune, old and tremendously strong in the natural arts of kitsune.

Bakedanuki – 200: Bakedanuki (tanuki youkai) can temporarily shapeshift into anything with the use of leaves; when shapeshifting themselves they must have a leaf visibly exposed on their body. Additionally, they can temporarily transform leaves into mundane objects such as fake money. They are similar to kitsune with their grasp of illusions and trickery, though they are also known for a long-running rivalry with kitsune. Male tanuki are famous for having giant testicles, just in case you wanted to know.

Moon Rabbit – 200: You are a humanoid with the ears and tail of a rabbit. These ears function as antenna for natural ESP abilities, able to communicate mentally with other ESP-sensitive creatures.

Satori – 200: You have a large third eye hanging off your chest from tentacles that wrap around your torso; this eye can read the minds of anyone it looks at. For this reason, satori are greatly feared and resented and the last known satori live in Hell.

Kappa – 200: Kappa are river youkai. They have a natural affinity for manipulating water and water magic, as well as engineering and construction (naturally, their technology is usually waterproof). They are extremely proud of their technological skills and do not appreciate being shown up by a shopkeeper.

Tengu – 300: Tengu have a strong affinity for magic and are one of the strongest kinds of youkai, only rivalled by oni and vampires. They may be crow or wolf tengu; crow tengu have crow wings from their back and wolf tengu have wolf ears and tails. They have a natural affinity towards wind magic. They are notorious for trying to control the flow of information in Gensokyo. Tengu control Youkai Mountain and generally dislike non-tengu setting foot there.

Oni – 300: Oni are horned humanoids who are physically the strongest youkai. They find traditional oni-repellent such as thrown beans and sardine heads in disgusting on a deep psychological level. They strongly value honesty, drinking, and feasting, and are notorious for kidnapping interesting humans. Fortunately for Gensokyo, most oni have moved into Hell where they're free to bother the locals.

Vampire – 300: Vampires are neither as fast as tengu nor as strong as oni but fit somewhere in between both. They can transform into a swarm of bats, but cannot stand direct sunlight, cannot cross running water, and require blood to survive. By draining someone utterly of their blood, you can pass vampirism on to them.

Other Youkai – 100-300: The free choice option, use the prices above as a guide. You may pick any mythological creature to base yourself off. You do not need to look monstrous, or even non-human. Most of the cast are cute girls after all.

Origin

Any origin may be drop-in if you choose.

Ordinary Shopkeeper: You are a humble normal person trying to ply your mercantile trade in a fantasy world with some of the strangest creatures around. Sadly, this has made you a magnet for those very same oddballs and you were forced to cultivate your own reflexes to survive a typical day in Gensokyo.

Youkai Nuisance: You come straight from the fantastic side of Gensokyo, a place that runs on bizarre logic and a worrying lack of respect for anyone's life. You likely share in the same attitudes as your more… interesting peers. Despite the name, this does not require you to be a youkai.

Human Nuisance: Though you have a closer relation with the humans, and may even be a human yourself, your long exposure to the youkai world has left you resembling them in far more ways than you'd like… Despite the name, this does not require you to be a human.

Location and Age

You're free to pick any location in Gensokyo to start, and any biologically viable age as well.

General Perks

Perks are discounted to the appropriate origin. Discounted 100 CP perks are free.

Chibification – free: At will, you can shrink into a smaller and stylised body, no smaller than a third of your normal height. It doesn't help much, but you are a smaller target. And cuter.

Reaction Faces – free: You can distort and twist your face in ways that should not be physically possible to produce expressions of pure smug, disgust, sickeningly adorable sadness, fright, shock, pain, or any other emotion you want. Or just dip right over into the uncanny valley to pull something truly disturbing.

MANnosuke – free/100: Nobody in this doujin is unattractive. Physically. Personality is a whole different story. The free level clears up all your little flaws and imperfections, so you can look like a better you. The 100 CP option, however, makes you beautiful. If you're a man, you may be bishounen handsome or perhaps ruggedly masculine. If you're a woman, you might have BIG tiddies and any clothes you wear go out of their way to emphasise this. And if you're a little girl, you are incredibly cute. Regardless of what you choose, you are truly beautiful and are guaranteed to turn heads.

Ordinary Shopkeeper

Trollosuke – 100: You have a near-instinctive grasp of how to push someone's buttons in entirely the wrong way. Your mind can come up with a way to troll nearly anyone you meet, and if you can't accomplish it with words, you'll always have the foresight to carry around something that will hit them right in their weaknesses instead, like a bone for a wolf youkai or a block of cheese for a mouse youkai. No charisma will remain unbroken around you.

Charisma – 200: You are inhumanly good at raising relationship flags with the opposite sex. Even a casual conversation can be enough to turn someone into a love interest. In addition, you may at will make your lap so desirable even old friends will battle each other for the opportunity to sit upon it.

Doing Absolutely Nothing – 400: By refusing to engage your enemy utterly, you somehow manage to turn fate into your favour. Their efforts to defeat you will be marred by bad luck, making it likely a mutual enemy will show up to defeat them, or perhaps they'll fall into a pit hole they dug for you earlier. The dumber your enemy is, the more severe this will affect them; someone as intelligent as a fairy will almost certainly accidentally defeat themselves for you. This requires you to not interact with your enemy at all; doing anything to them will immediately break this effect.

Master Artisan – 600: You are a master at every handicraft, and even a kappa would envy your skills. You know how to create your own Mini-Hakkero, make perfect robot duplicates of anyone you know, or an atom bomb, and even build items unbreakable to the strongest youkai of Gensokyo or a head ornament that can slice a mountain in half. You can also repair any damaged item, including explicitly magical ones.

Youkai Nuisance

Genre Shift – 100: Perhaps you want to settle a battle with a racing match, or perhaps you want to keep danmaku battles going on post-jump? Now you'll find the local environment shifting and personalities changing as long as you earnestly and loudly declare the new genre you're shifting it to. This will not last longer than a few minutes at a time before abruptly snapping back to the original genre. Drastic genre shifts may not affect particularly strong-willed people. The only thing this can't do is make the setting more NSFW.

To Know Whenever You're Not Wanted – 200: You are always able to sense the whereabouts of any friend, companion or other person you're close to. Additionally, you instinctively know whenever they're in danger, in possession of something valuable or delicious, and most importantly, whenever it would be incredibly inappropriate for you to burst in. Especially when they'd *really* hate it if you showed up.

Sudden Healing – 400: As long as your injury is not immediately lethal, you can regenerate it in seconds. Regrowing eyes pulled out of your head, smashed noses, even fixing a caved-in skull are all equally possible. If the wound would be immediately fatal however, you will not regenerate it.

Inexplicable Recovery – 600: Once per year, when you die, you may choose to simply return to life in the nearest safe location, losing none of your possessions. Your old body will simply mysteriously vanish. You do not need any particular reason for returning to life, nor will anyone find it unusual unless you specifically point it out to them.

Human Nuisance

Maid – 100: You are an excellent chef and housekeeper in general. Between your exceptional cooking, teamaking, cleaning and general service skills, you could (wo)man an entire mansion by yourself. You will make a very good wife someday, if you can only find someone.

Magic Headpats – 200: Your headpats are good. Incapacitatingly good. Somehow, by stroking the head of a sentient creature, you can render them completely helpless to your patting. For as long as you keep giving headpats, they will simply be unable to do anything but happily receive them. Don't go causing trouble with this.

Scot-Free – 400: Like a certain maid, you seem able to get away with nearly anything. From petty thefts to straight up attempted murder you'll find people constantly shrug off your antics. You might get verbally castigated for especially heinous actions, but you'll never be seriously punished. Just smile and pretend nothing is wrong. Note this does not protect you from *immediate* consequences of your actions; someone is still going to fight back if you stab them in the head, and even if they do not attempt to punish you for your misdeeds, you will likely still end up creating a rivalry with them.

The Strongest – 600: You're one of the best in Gensokyo at danmaku fights, with the necessary speed, reflexes and quick thinking to defeat anyone at a danmaku match. Should you be dragged into a serious fight, with this perk even a relatively normal human would be able to battle old, strong youkai to a standstill. And if you're already a youkai? You can expect to walk all over all but the very strongest of Gensokyo, who will merely give you a fair fight.

No, Cirno is not the strongest.

Powers

Absolutely no discounts here.

Flight – Free: The most universal power in Gensokyo, you can fly in three dimensions as fast as you can walk. You can move faster than this, up to your maximum running speed, but it will exhaust you as much as running would. Headbutting someone at max speed is a surprisingly incapacitating attack.

Danmaku – Free: You gain a quantity of spell cards, which are personalised to your own powers. Using these cards let you shoot bullets in aesthetic patterns designed for form over actually winning battles. Danmaku is inherently non-lethal though getting hit might be painful and clothing may get damaged, and because it was designed to allow humans and youkai to fight on equal footing, you must accept serious limits on any sort of "unbeatable" ability lest you rouse the ire of its powerful advocates. You may choose to have your bullets come in any shape, form, and even taste.

Curious Old Shanghai Tile – 100: You possess the innate ability to know the name and basic function of an object with a touch. This doesn't come with the ability to know how to actually use the object though.

Scalloped Thoughtography – 100: You have the ability to take "psychic photographs" with a camera, able to take pictures of things that are happening anywhere else in the world, though you can't take a picture of things you don't know are happening.

Rabid Telegnosis – 100: You have the ability to see and smell up to a thousand ri (3,927 kilometres/ 2,440 miles) into the distance at will.

Rigid Paradise – 100: You can eat anything as long as it fits in your mouth without suffering harm. This includes spirits, which you may consume to heal yourself, and the lifeblood of your enemies which works the same way.

Corpse Voyage – 200: You can speak to the recently deceased, as long as they possess the required body parts to speak. The dead are often confused and believe themselves to be alive, but their personality is otherwise unchanged. Additionally, you may reanimate nearby corpses for no longer than an hour to obey you in combat.

Chinese Tea – 200: You're skilled at manipulating your own qi to perform superhuman feats, pushing your body past its natural limits. This is a generally well-rounded, "eastern monk" style power, without particular strengths of weaknesses. You are additionally skilled in a martial art of your choice.

Withered Leaf – 200: You can turn creatures into shikigami. This is a process that must be done on a willing creature and is akin to downloading a "program" into them, which becomes the new guiding personality. A shikigami will become stronger the more it obeys your whims, a shikigami which is right next to you and obeying your direct orders will be as strong as you are, with their powers diminishing the further away from you they get. As a bonus, you may turn an animal into an appropriate youkai (bakeneko for a cat, kitsune for a fox) this way.

Divine Bargain – 200: You can have the basic skills of a shrine maiden. You can listen and speak to gods and other beings that are invisible to normal people. By accepting gods into you, through prayer, meditation or similar, you can channel aspects of their powers, though their own personalities and desires might affect you in reverse and you will not be able to channel power in excess of your own. The god does not actually need to be present or consent to you channelling them.

Gensokyo Millennium – 200: You have the power to create any drug, even bizarre and fantastic drugs. You could craft drugs that manipulate dreams, drugs that turn youkai into hideous unstoppable monsters, medicine to heal any injury, anything you can imagine. You do require raw materials to make your medicines however, with more fantastic drugs require rarer ingredients, and your recipes do tend to create a lot of hazardous waste. In future jumps, you will be able to use local substitutes for your medicines, so you can continue testing shady drugs on innocent youkai.

Magus Night – 400: Magic here works a little like scientific formulas, being researched constantly through experiments, overlapping with alchemy. Additionally, you may choose to specialise in any theme you desire, such as summoning, elementalism, fire, wood, ice, etc. becoming stronger within the theme in exchange for being weaker outside it. Broader themes will offer a smaller boost than more specific ones. While you are a capable magician, your magic does require often rare and toxic material components to function properly. In future jumps, your magic will update to require local equivalents.

Mysterious Mountain – 400: You have great control over the wind. You're significantly faster than an ordinary Tengu, even able to match Aya in speed. You have the reflexes to best exploit this power; you will practically never get hit if you do not wish to. Additionally, you can summon up winds beyond hurricane-force (mind the recoil!) and eavesdrop by listening to words carried on the wind.

Lunatic Eyes – 400: You can sense and manipulate all kinds of waves; waves of light, sound and brainwaves alike. By manipulating light, you can create illusions or make yourself invisible. By manipulating sound waves, you can make your own illusions seem more real, or muffle your noise when invisible. By manipulating brainwaves through eye contact, you can manipulate someone's mood, trigger insanity or just launch mental attacks against someone.

Luna Dial – 600: You have some control over time. You can pause time for everything except yourself, manipulate the perception of time for objects and other people (such as slowing them down or speeding them up). You can even speed up the growth of plants and animals or slow down your own aging. However, reversing time is not possible with this power.

Dead Princess – 600: You can manipulate fate. Blessing an endeavour with good fortune, cursing your enemies with misfortune, even writing out custom fates for people to guide their lives in a specific direction. This works best on creatures weaker than you, with diminishing returns against creatures equal or greater than yourself. Don't get overconfident or someone will come in and smack your shit.

Dream Battle – 600: At will, you can float away from reality and become totally intangible. Nothing can touch you in this state, neither body nor soul can be harmed. It will last as long as you desire to maintain your intangibility. In this way, you can effectively avoid any injuries indefinitely, but as the flip side, neither can you physically affect anything yourself.

Immortal Smoke – 800: You drank three sips from the Hourai Elixir and gained immortality as a result. Your soul has been severed from the concept of death; you no longer age, cannot get sick, and though your body is not any more resilient than before, any injury on your body will heal. Even the total destruction of your body will not kill you, as your soul will simply regrow a new body in time. Additionally, the elixir lingers on in your liver, and you may pass this immortality on to one other person by having them consume it raw. This does not make you lose your own immortality.

Necrofantasia – 800: You control the boundaries between all things. By manipulating the boundaries between places, you can open gaps in reality that function like portals full of eyes. You can see through any boundary that would block a normal person. You can manipulate the boundary between day and night, destroy the boundary of a thing to utterly annihilate it, weaken the barrier between life and death, and much more. Not only can you manipulate physical boundaries, but you can manipulate the idea of boundaries too. Opening gaps between the real and dream world is among the least you can do. Perhaps with some preparation, you could create your own Great Hakurei Barrier. Bottom line is, if Yukari can do it, you can too.

Custom Power – Varies: Gensokyo is home to almost as many different powers as there are people. Within these limitations, you're free to design the limitations and abilities of your custom power. You must use the above price points to determine the cost of your power. This may be purchased multiple times.

General Items

Any suitable item you already own may be imported into a choice here should you so choose. All items are resupplied weekly on use, loss, or destruction. You receive a bonus 200 CP for this section only and may discount one item of each tier. Discounted 100 CP items become free, as normal.

Lawyer-Friendly Costumes – 100: You have a collection of costumes for all kinds of media popular in Japan, whether it be Kamen Rider, Transformers, and more. If you can imagine it, you've got it in costume form. However, every single one of them is just off enough to avoid any claims of copyright infringement. Nothing but original costumes here!

BunBunMaru/ Kakashi Spirit Journal Subscription – 100: You are subscribed to one or both of Gensokyo's prime sources of misinformation! Every morning, a new paper will be "delivered" at window-breaking speed right at your house's windows, or your head if you lack a house. Despite its sensationalist writing and gonzo journalism, it does contain some accurate information about current events.

Snacks – 100: You have a simple box marked with the first syllable of your name. Every time you open it, it somehow manages to contain all the mundane food and drinks you might need to entertain exactly as many guests as are present when you open it. Hot fresh pancakes, Good Kids Senbei, dog treats, (Valentine's) chocolates, candy, tea leaves, dorayaki and more!

The Murder Combo – 100: You own a great big mundane two-handed executioner's axe and a mysterious full-face mask. Durable enough to survive being manhandled and beaten by an oni. The tengu way to deal with love rivals!

Gun – 200: A scoped M4A1. Comes with two hundred rounds, in case you want to play that other kind of Bullet Hell game. Is normal in every other manner.

Shrinking Medicine – 200: A single dose of medicine from this bottle will, for a week, shrink someone down into a sickeningly adorable chibi. Bottle has enough for ten doses. Does not work on already-chibified people.

Ota-Killer Alcohol – 200: Not to be confused with oni-slayer alcohol, a single bottle of this supernaturally potent yet delicious-tasting booze is strong enough to take out an oni. The Benefactor is not liable for any injuries or deaths inflicted by drunken oni.

Green Big Bro Spell Card – 200: Touching this small, plain card summons the Green Big Bro, a macho man in a green costume with a minotaur visor, who will make you and anyone else with you a nice hot bowl of Green Big Bro ramen at astounding speed, after beating the crap out of anyone in his way. He's strong enough to take down a tengu in a single punch and moves far faster than any human. He won't harm anyone who does not attempt to block him from offering everyone hot ramen. The card vanishes after use.

Enslavement Seed – 400: Stick this little diamond-shaped seed in someone's head and it will immediately grow into a little Pikmin-style shoot. Anyone with the seed in their head instantly becomes a devoted servant of the person who planted it, until death or the removal of the seed.

Rocket Launcher – 400: A reloadable rocket launcher looking suspiciously like an RPG-7. Capable of killing most youkai in a single hit, however this lacks even the most rudimentary safety. Be careful where you point it. Or not. Comes with half a dozen rockets.

Love Potion – 400: A love potion, and a bottle of coke to dilute it. Even taking a small dose will cause someone to fall deeply in love with whoever they next see. Drinking it is unnecessary, as simple skin contact with the potion works just fine. Bottle has enough for ten doses if used correctly. Giving someone a too-high dose may cause them to explode into flames. Use at own risk.

Gensokyo Destroyer Bomb – 600: A miniature Little Boy atomic bomb and a detonator. Just as potent as the original, full-sized version; that's a blast yield equivalent to fifteen tons of TNT. Yukari is going to flip her shit if she learns you have this.

A Humble Store – 600: A deceptively small curio store located near the Forest of Magic, this store somehow contains enough raw materials to craft anything man-sized or smaller that you could possibly imagine, including particularly small weapons of mass destruction. But in addition, any item, raw materials, books, etc. that fades out of public mind and into myth or history will end up here.

Scarlet Mansion – 600: A large, sprawling mansion located somewhere in Gensokyo, surrounded by a large moat. It has its own (large) complement of fairy maids (followers) who, despite being fairies, do a passable job of keeping the mansion maintained, in addition to a library containing the entire collective knowledge of magic in Gensokyo (updates post-jump with local magic too). You could live out your time here surrounded in luxury. In future jumps, you may choose where it is placed.

Flag Watch – 600: You have in your possession a special watch that has a single slot available for a Flag Medal. Purchasing this watch enables you to collect medals (via theft, trading, or being gifted it) from the opposite sex, which may be inserted into the watch to summon them to your side whenever you so desire. This lasts as long as the medal is inserted into the watch or until the character is defeated. This may summon characters from other jumps, as long as you possess their medal. Additionally, they do keep memories of what was done during the summon and can refuse to answer it.

"Flag Watch is a children's cartoon made for good boys from the idea that we want them to become strong, energetic kids with enough desire to think of all women as belonging to them." (Information provided by the BunBunMaru News. Flag Watch may not be a real show)

Companions

Canon Companion – 100: For 100 CP, you can choose a single canon companion. You are guaranteed to have a positive introduction to them. At the end of the jump, if they consent, you may choose to bring them along with you, at which point they follow all the normal rules for companions. Alternatively, you can keep an "open" slot and fill it at the end of your jump with a consenting companion.

Companion Import – 200: You may up to four companions with each purchase. An inauspicious number. They receive 400 CP to spend anywhere within this document, as well as origins, a racial choice, and anything they are entitled to for free.

Tengu Trio – !!FREE!!: The inseparable group, Aya, Hatate and Momiji, come as a single companion option. They come with the perks "Chibification", "Reaction Faces", "MANnosuke", the entire Youkai Nuisance tree, as well as the items "Lawyer-Friendly Costumes", "The Murder Combo" and "Gun". Aya has the "Mysterious Mountain" power, Momiji has "Rabid Telegnosis" and Hatate has "Scalloped Thoughtography". They count as a single companion for purchases of imports and companion slots, and any perks purchased will be shared equally between the three of them. Taking this option focuses their attention on you, instead of Rinnosuke in the original story. Please take this option. I beg you, don't leave them here.

Drawbacks

Take as many as you like.

Replacing Rinnosuke – free: Taking this option will make you take Rinnosuke's place in the main story. Why would you take this?

Thieves – +100: Your possessions are incredibly tempting. It seems all kinds of ladies manage to constantly break into your properties to take whatever they please, and possibly even pickpocket you to get what they want. Expect to waste lots of time getting your crap back.

Kleptomania – +100: You have a compulsive urge to shovel up anything remotely shiny or valuable. Not only that, you'll fight until you're at the brink of unconsciousness just to keep hold of it. Don't expect to make friends with people who don't like getting all their crap stolen.

A Rival – +100+: You have your own Reimu to your Marisa, your own Kagerou to your Momiji, your own Reisen to your Reisen, your own Everyone Else to your Aya… Anyway, you've got a big rival out there for the heart of a person of your choice. Should you not love anyone, you must choose to fall in love with someone when taking this drawback. They're as powerful, intelligent, and charismatic as you are (which might not be much, if you take certain drawbacks), and they've got their heart set on the same person as you. You may purchase this as many times as you dare, however each purchase doubles the number of rivals.

Can't Break The "Suitable For All Ages" Category – +100: Exactly what it says. No matter how hard you try, you'll be keeping this jump suitable for kids. Any attempt to circumvent this will result in abject failure and humiliation through bizarre and contrived circumstances. And possible injuries.

Bird-Brained – +200: You aren't the sharpest tool in the shed. In fact, you're the dumbest. You could be caught by a blatant mousetrap. Any plan you create will be critically flawed by its utter inability to follow logic. If you were any dumber you might just forget to breathe. You are in every way the intellectual equal of Cirno.

No Personal Hygiene – +200: You just plain reek. You are opposed to bathing or personal hygiene in any sense. You need to be dragged kicking and screaming to wash yourself. Needless to say, you won't be making the best first impressions. Even worse, anywhere you live will quickly pick up your own repulsive odour.

Just Plain Unpleasant (Incompatible with Nice Girl) – +200: Like a certain pair of crow tengu, your personality is… lacking. You are lazy, crude, rude, and foul-mouthed enough to rub nearly anyone the wrong way. You lack understanding of "personal space", "other peoples' possessions", and even basic niceties. You might think a romantic kiss is re-enacting the Mami and Charlotte scene. Your reaction to learning or even just guessing something embarrassing is, always, to immediately mock them for it. You'd even steal all the handmade Valentine's day chocolate on Youkai Mountain for a snack. You jerk.

Nice Girl (Incompatible with Just Plain Unpleasant) – +200: You're a very nice girl (or guy). You're overflowing with kindness and generosity towards everyone. Unfortunately, you live in a society full of assholes who'll take advantage of your niceness the very first moment. Expect the limits of your patience and disposable income to be tested. Constantly.

Untrustworthy Friend – +200: A while ago, you tried to eat someone by mistake. They're your friend now, but they haven't forgotten that. You, on the other hand, cannot comprehend that they might not be your friend after all. Expect them to constantly feed you false, though not dangerous, advice. You may choose a companion to become your false friend, or else become "friends" with a local.

Don't Be Getting All Violent You Dumb Broads – +300: Your mere presence seems to incite violence. Possibly centred about you. In any case, you can guarantee to be at the centre of fighting between possibly drunk women. If you own any property, it's guaranteed to get smashed up on the regular. To say nothing of the danger of being surrounded by angry, armed youkai and supernaturally-powered humans.

Headgear – +300: There is something, possibly a hat, possibly even a particularly stylish ahoge, that you must keep on your head at all times. It is your weak point, and even tugging on it causes pain. Removing it in any manner will cause extreme, incapacitating physical pain and require at least a trip to Eintei. Do note here Eirin is a cannibal sadist who keeps jars of her victims and enjoys testing bizarre medicines on patients. You better keep it on your head.

Slapstick – +300: Events here will conspire to injure you. Even the simplest tasks invite disaster and gross physical injury. Mixing up a tub of hot chocolate? You'll fall in. Someone throws away a sword? Guess where it's landing. Some troublesome tengu provoked the Ultimate Sadistic Creature? You better believe you're getting caught in the crossfire. And you really don't want to be anywhere nearby when love potions are getting thrown around.

Ending

Your time in this crazy-ass world is coming to an end. Will you **Stay** here, **Move On** to continue your chain, or **Return Home**?

Notes

[inarticulate loving noises about my fiancée]

This doujin runs a lot on fanon Touhou, but with a few differences. PC-98 characters are canon here, as opposed to their dubious status in Touhou. Some characters are barely recognisable from canon or fanon; Aya and Hatate are the prime example, though most characters are some variation of lazy, dumb, or just plain nasty. Powers also tend to run on fan interpretations instead of the canon of the main series. Also, there's a lot of slapstick and occasional murders. If you're confused, just wank it. It's a comedy series that is sometimes internally consistent.

If you have to ask if a power or custom race fits a certain tier, ask yourself this; is it strictly better than what you could buy for the same CP? If no, it fits that tier.

Immortal Smoke is not complete immortality. Powerful conceptual abilities and similar may be capable of permanently killing you.

Changelog

V4

- Fixed the power names, most of them reference their theme songs now and/or jokes from the doujin.
- Rebalanced powers. Added more. Referenced the Reimu Rocket.
- Added more racial options.
- Doing Absolutely Nothing now just curses your enemy with misfortune.
- Fixed the Tengu Trio companion option.
- Changed Immortal Smoke and added. No longer fiat-backed immortality, more vulnerability to suitably powerful beings.