

Touhou Project: PC-98 Era

Introduction

+1000 Spell Points

Somewhere in the hidden eastern country of Gensokyo, humans and yokai dwell. The relationship between the two is... strange. In general, yokai don't mess with humans who stay within their village.

On the outskirts of Gensokyo rests the Hakurei Shrine, maintained by the shrine maiden Reimu Hakurei. Something about the shrine seems to make it irresistible to yokai looking to make a mess. It doesn't help that it exists so far outside of the main human territory. As such, Reimu frequently has to step up to handle these incidents.

From attempting to steal the shrine's precious yin-yang orb, heretical scientists luring potential test subjects under the pretense of granting their wish, yokai invading from other worlds, there's always something weird going on that Reimu inevitably has to clean up.

Other than that, things should be pretty peaceful. Despite their natural power, the majority of yokai are too busy acting like spoiled children to be an actual threat. They're more of an annoyance than anything.

Feel free to kick back and relax. You can choose anywhere in Gensokyo as your starting location. You can also choose to start in one of the other adjacent worlds like Hell, Makai, or the Fantasy World, but those places are pretty intense in comparison, if the games are anything to go by.

You'll be here for 5 years and leaving 3 years before a mysterious red mist suddenly begins to enshroud Gensokyo in darkness.

Nature

Choose one. Choose age & gender freely (you'll fit in better as a female).

Human: Free / 200SP & Born in the Wrong Era

A human being. Most of you are quite weak when compared to the average yokai. Humans lack the natural physical and mystical might of yokai. Whether due to magic, faith, technology, training, etc. you are one of the very few humans who can put up a fight against all but the strongest yokai.

For 200SP, you are a human from several centuries in the future. Science has advanced to the point it might as well be magic, while the existence of true magic is laughed off as an impossibility. You must take Born in the Wrong Era for no points. You'd easily be considered an unprecedented genius in the modern world even outside Gensokyo, but you can't quite match those who can create technology to casually bend the natural world to their will like a certain time-traveling professor.

Yokai: Free / 100SP

This option covers all manner of supernatural beings that can be found in Gensokyo. While this includes conventional Japanese yokai, it also includes all manner of ghosts, fairies, and foreign creatures like vampires. This does not include exceptionally powerful species like gods. Many such creatures are visibly monstrous, but yokai who look identical to humans are also quite common. You're hardly one of the strongest yokai in Gensokyo, but at least you stand above cannon fodder like the Bakebake.

For an extra 100SP, you have some minor special ability related to your race. Perhaps you are a vampire who can transform into a bat, or a kappa who can breathe underwater, etc. Nothing as extreme as mind reading or placing a death curse on someone.

Origins

Choose only one. Any Origin can be taken as Drop-In.

Exorcist: Free, Exclusive Human

You are a human specialist in supernatural matters. Whether you're a shrine maiden, an onmyoji, or a traveling shaman doesn't matter. Your power and techniques allow you to fight yokai head-on. When yokai run amok (as they often do), you're the one called to clean things up.

Heretic: Free

You were mocked and shunned by your people for researching esoteric techniques. You enter this world with a chip on your shoulder and an almost unmatched grasp of non-magical engineering (which really isn't saying much considering the average technological level here).

Magician: Free

You are a practitioner of magic. You may be either human or yokai. In your case it won't make much difference. The attacks you wield are often quite flashy, but not all that different to the attacks of normal yokai. Still, you can take pride in your power, as it is the fruit of your own research.

Menace: Free

Whether you're a mischievous yokai, a prank-loving human, or just someone pursuing some greater goal, you're someone who can't help but stir up trouble. You may not be inherently evil, but you can expect to rub a certain shrine maiden the wrong way if you keep causing her problems.

General Skills

No discounts.

Flight: Free / +200SP

You are able to fly and hover through the air with extreme precision. You may receive extra points in return for being unable to fly without the use of external tools or allies, even accounting for OOC abilities.

Danmaku: Free

You can unleash a constant stream of magic projectiles at a practically nonexistent magic cost. If you aren't content with the standard magic bullet, you can choose for this to manifest aesthetically in other ways like fireballs, crystals, throwing knives, etc. With practice and experimentation, you can find even more elaborate applications of this magic.

Redesign: Free / 100SP

For no cost, you can change your natural hair and eye color, even to the kinds of vibrant greens, blues, pinks, etc. you'd usually only see in anime. For a plus-charge, you can give yourself a similar makeover once a year. Oddly, nobody ever has trouble recognizing you. Nor will they question how your hair color suddenly changed in a setting without hair dye.

Better to Rule in Bullet Hell: Free / 150SP

You have an almost inhuman level of situational awareness, almost as if you had a top-down view of yourself. Being able to see the bullets around you and being able to dodge them are very different things. For an extra 150SP, you're able to dodge and weave through dozens of magic bullets without feeling the slightest bit overwhelmed. Just don't get cocky. Even the greatest danmaku veterans can get caught off guard by a lucky shot.

Kid Gloves: Free for this Jump / 150SP to Keep

It'll be a bit longer before the spell card system is developed, but it doesn't seem to make much difference. When you defeat someone with magic, you can choose for them to only be left exhausted and mildly injured, even if the spell you used should have completely destroyed them.

Zun's Tunes: 50SP

This series is known for the music of its creator. You may freely apply a soundtrack that sounds as if it was written by Zun to the world around you. Complete with a signature theme for you and any major enemies.

That's Disgusting: 100SP

You are exceptionally attractive, and almost nobody will deny that. Be aware that this is equally effective on both genders, regardless of whether you swing that way or you find the other person remotely appealing.

Double Standards: 100SP / 200SP

You'd think with enemies filling the entire screen with hundreds of bullets, at least a few would hit them by mistake. Magic projectiles you create don't seem to be capable of harming you. They pass right through you as if you don't exist. The base version only applies to this jump's magic. For double the price, you can apply this to projectiles from other magic systems.

A Real Boss: 200SP

When playing the role of a "boss" your defensive, offensive, and magical abilities skyrocket. Your bullets are much slower, but far deadlier and in more elaborate patterns. Your defensive abilities are similarly enhanced. You can't personally seek out an opponent to use this on. That wouldn't be very boss–like. Your opponent needs to willingly come to you, and you need to act as an obstacle between them and their goal.

Item Drops: 200SP / 600SP

Whenever you defeat any enemy, they'll drop these strange squares that you can collect. It's unclear what they are or why they just appear when an enemy is defeated, but what they do is relatively straightforward. With the base purchase, you will be able to collect "Point", "Power" and "Bomb" items from defeated enemies, even in future jumps. For triple the price, you will very rarely receive "Lives" as dropped items.

You now also receive a "score" determining your performance in a specific battlefield. Your score is impacted by a variety of factors, from damaging enemies, not using bombs, grazing attacks, etc. You can pull up your exact score with a thought. This is mainly for fun and self-improvement.

Point Items (Very Common) - Blue squares marked with a "点" symbol. Collecting these improves your score for a given conflict. The sooner you collect these after they drop, the more points they're worth.

Power Items (Common) - Red squares marked with a "P" symbol. Collecting these increases the power of your magic projectiles. Collecting 42 of these will boost the damage of your bullets by 12,800 points (whatever that means outside of a video-game context).

Bomb Items (Rare) - Green squares marked with a "B" symbol. Bombs can be spent to clear out all projectiles and weak enemies within a couple meters of yourself and do significant damage to stronger opponents.

Life Items (Very Rare) - Purple squares marked with a "1up" symbol. These extra lives are consumed automatically in return for negating an otherwise fatal attack. These can be dropped by enemies, but you also receive a Life Item for every 100 Point Items you collect (as in 100 of those items, not one item worth 100 points). There doesn't seem to be a limit to how many of these you can stockpile over time, as long as you can avoid using them.

Phantasmagoria: 300SP / 600SP

An unconventional form of combat. When activated, a seemingly endless stream of “stage enemies” are summoned to attack you and an opponent of your choice for several minutes. Destroying stage enemies fills up your Spell Gauge. The Spell Gauge has 4 levels that can be expended to cast powerful spells. Higher levels cast “Spell Attacks” or “Boss Attacks” that are effects summoned directly in front of the opponent.

Anyone you use this on will instantly grasp the general mechanics of the system. They won’t necessarily be an expert, but they won’t be completely helpless either. Naturally this means they can use their Spell Gauge to attack you, even if they can’t normally use magic.

For double the price, they still receive the system when you use this but receive no knowledge of how it actually works. Unless they can figure out what’s going on and how to bend this needlessly complicated combat system to their advantage, they’ll be completely at your mercy.

Level 1 – Charge Shot (powerful attack at enemies near you)

Level 2 – Charge Shot + Weak Spell Attack (weak magic bullets that can be deflected or destroyed with enough destructive force)

Level 3 – Charge Shot + Strong Spell Attack (stronger magic bullets that can’t be easily deflected or destroyed, only dodged)

Level 4 – Charge Shot + Boss Attack (a magic figment of you on the level of A Real Boss that briefly attacks your opponent before dissipating)

Some Kind of God: 400SP / 1000SP

Through some means or another, you have the ability to create weak yokai by the dozen. It's not clear how you do this, but if a random human tank engineer can whip up a small army of ghosts, how hard can it really be?

For an extra 600SP, you are a god, or at least something similar. Not only can you create weak yokai, but by devoting more time you can create stronger humanoid yokai. With enough time and magic, you can take this a step further and create an entire dimension and the world inside of it.

Created beings aren't that different from the rest of the yokai in Gensokyo, whether in terms of appearance, intelligence, or power (though you can't create a being with equal or greater power than yourself). At least all the beings you create are instinctively devoted to you.

If you want to create a world of the same scale and population as Makai or Jigoku, this taking a decade would be a generous estimate.

In addition, your natural magic skills are notably enhanced, making you a force to be reckoned with. Still, do not grow conceited. Powerful mortals or yokai standing up to a god and winning isn't unheard of.

Exorcist Skills

100SP perks free and others half-off for Exorcist Origin.

A Shrine Maiden's Duty: 100SP

You have the moves to make it as a soccer star. Your kicks are powerful and precise. You have the ability to slide along the ground without scraping your leg or getting your clothes dirty. The usefulness in a world where most battles are fought with ranged magic is debatable.

A Shrine Maiden's Actual Duty: 100SP

Your cleaning technique is second-to-none. You could have a massive shrine looking spotless in half a day. This applies to basic repairs as well. Even if your home is reduced to rubble, you can personally restore it to good as new in under a week without any outside help.

Yin & Yang: 200SP

A rather peculiar technique. You are able to freely transform between three forms. One is male, one is female, and the other is a giant spherical Taijitu. You can freely switch between the three states. All three have different dispositions and attack styles but are still fundamentally you.

Floating Through Life: 200SP

As long as you wander in a given direction and defeat everything in your path, you always seem to wind up where you need to be. Whether it's finding the person responsible for trashing your home, or the source of a mysterious weather phenomena, just pick a direction and stick to it.

Gensokyo Gods Make Do: 400SP

Gods tend to give you far more leeway than they would others. Even if you treat their temple like a clubhouse or fraternize with demons. As long as you abide by the general gist of their teachings, keep their shrine clean, and are willing to fight for their ideals, they'll give you the same blessings they would a loyal devotee who obeys their every decree to the letter.

A Proper Yokai Hunter: 400SP

You are blessed by a god with a distaste for yokai or similar "demonic" beings. You are more resistant to attacks from such beings, while you can bless your spells and items to be significantly more effective against them. With the right blessings, a wooden stick or a slip of paper can cut a yokai deeper than any mundane blade. Not a guarantee of victory, but a chance.

Heretic Skills

100SP perks free and others half-off for Heretic Origin.

The Future of Education: 100SP

As long as you have the knowledge to back it up, you can blitz your way through your education or any academic career. Your age won't blind others to your competence, and arbitrary age limits on positions are often brushed aside. You could very well become a professor at 13.

Dogmatically Undogmatic: 100SP

You aren't one to be blinded by peer pressure or "common sense". Your mind works in strange ways. You question what others take as fact, pursue trains of thought others couldn't hope to understand. This can lead to a lot of failures, but if you push through, this can also lead to innovation.

Weren't You the First Boss?: 200SP

People have a hard time believing that you're the root of their problems. Even if all evidence points to you being the culprit, people always assume there's a greater conspiracy behind you. Rather than finish you off, they may just run off in pursuit of a final boss that doesn't exist. Togglable.

Field Research: 200SP

Whether you fight an opponent personally or send legions of underlings to slow them down, you'll be able to extract an extensive variety of data on their weapons, personality, stats, the mechanics of their powers, etc. The more directly involved you are, the more data you'll be able to gather.

Fantasy Engineer: 400SP

In addition to being a prodigy of engineering in general, you may choose a specific type of machine to specialize in. Whether that be tanks, robots, vending machines, etc. As long as what you're creating technically falls under this specialty, you can manufacture it even with very limited tools. You can even incorporate magic into creations within this specialty.

Making Magic: 400SP

You are able to create technological equivalents to any magical spells you are able to use or analyze. By studying the magic of this world, you'd be able to instantly devise a machine to focus photons into deadly lasers or an antigravity device to simulate flight. That said, this will only create the closest equivalent possible with your current scientific knowledge.

Magician Skills

100SP perks free and others half-off for Magician Origin.

Eternal Youth: 100SP

Should you wish, you may force your mind to regress. You will lose large chunks of memories, but practiced skills will be retained. This may seem like a foolish choice, but age has a way of dulling the heart. Is it so wrong to covet a child's innocence against the uncompromising march of time?

Red and Yellow: 100SP

Nobody really knows what to think of you. What you are, where you came from, what you want, etc. As long as you don't actively prove yourself a threat, most people just accept that they're never going to figure out all the mysteries around you, even if it leaves you as a total wildcard.

Roadblocks: 200SP

At the cost of some raw materials and magic power, you are able to create turrets that automatically fire projectiles at intruders. The material cost of these isn't negligible, but they're a reliable form of automatic defense. You can customize these to increase their spread, rate of fire, mobility, etc.

Starstruck: 200SP

You are able to notably improve the power and efficiency of spells by meditating on natural phenomena. Perhaps you learn to create devastating star-shaped projectiles after witnessing a shooting star, or a sturdier magic barrier inspired by the strength of a mountain, etc.

Studious Prodigy: 400SP

You are a natural at studying, able to digest the contents of even the most complex books in time, especially spell books. If a magic book is too complex to learn right away, actively reading the book while in battle will allow you to utilize the full power of the spells within as long as you stay focused, even if you've yet to fully comprehend the contents.

Finders Keepers: 400SP

You have a bizarre luck for stumbling across magic artifacts or spells. You won't trip over an elixir of immortality on your morning walk, but finding a decently powerful grimoire or magic weapon every few months isn't out of the question. These treasures will almost always be within your reach, but that doesn't mean they don't have an owner somewhere.

Menace Skills

100SP perks free and others half-off for Menace Origin.

True to Your Nature: 100SP

Isn't breaking things so much fun? You can immediately ease any and all stress or boredom by simply destroying locations and items of religious significance. It doesn't matter what that religion is. If you wreck it with a larger group, this satisfaction will expand to all of them as well.

Bullets Under the Bridge: 100SP

Former enemies are weirdly quick to forgive any past aggressions as long as you didn't cross any obvious lines. They may be more suspicious of you going forward, but proving your innocence is fairly easy (as long as you actually are innocent). This only works on an individual level.

Duplicitous: 200SP

You have practiced a more deceptive form of magic. You're able to warp short distances to make yourself harder to hit and cast illusions to confuse your enemies. These spells are extremely draining when cast rapidly in succession, so it's important to space out their uses.

Magic Samurai: 200SP

You have mastered the art of integrating your magic with armed martial arts. This can take an endless variety of effects. Maybe you telekinetically control a weapon while you fill the field with bullets, or perhaps you spawn a trail of bullets from your blade's cuts, or anything of the sort.

Monster Master: 400SP

Something about you makes it recruit weak spirits, yokai, and similar entities to fight for you. If you have the strength (or weaponry) to prove your power, even a regular human could have hundreds of such creatures ready to die for them. This only works on extremely simple-minded beings you dwarf in terms of pure destructive potential.

Unsealable: 400SP

If a shrine maiden can't destroy or pacify a yokai, sealing is usually their next course of action. Luckily, you're something of a master at escaping such seals. A seal meant to contain you for a decade could hold you for a year tops. Not only that, whenever someone tries to seal you with a spell you've broken out of once before, you just get faster at escaping it.

Companions

No discounts.

Slightly Advanced Roomba: 50SP

Your own personal robot maid from the far future. She looks like a normal girl but doesn't need to eat or sleep and is unconditionally loyal. The only problem is that she is ridiculously clumsy. It's not a stretch to call her incapable of performing even the most basic functions of a maid without making an even bigger meat. Still, I guess it's the thought that counts.

Cameo Appearance: 50SP – 400SP

With one purchase, you may import a past companion into this world. They receive 600SP to spend. They may gain more from Drawbacks but cannot take 0SP Drawbacks. Each purchase after the first doubles the number of companions you may import, up to a maximum of 8.

Build Your Own 2hu: 50SP – 400SP

With one purchase, you may create a new companion as a native of this world with 600SP to spend. They may gain more from Drawbacks but cannot take 0SP Drawbacks. Each purchase after the first doubles the number of companions you may create, up to a maximum of 8.

Returning Characters: 50SP – 400SP

With one purchase, you receive a slot that may be used to recruit a native of this world as a companion, with their consent. You don't need to decide right away who receives this slot. Each purchase after the first doubles the number of slots you receive, up to a maximum of 8.

General Tools

No Origin discounts.

Fantastic Frills: Free & MANDATORY

Many inhabitants of Gensokyo have a very cutesy fashion sense. Now you have a similar wardrobe full of iconic outfits. You have a large variety of clothes, but they all have a common underlying aesthetic. Whether that be a particular color scheme or a more general theme like “witch”, “shrine maiden” or “schoolgirl”. They’re all self-cleaning and repairing.

Lethal Orbit: Free / 150SP (Free w/ Yin-Yang Orb or Marionette)

A pair of small “satellites” you can focus magic projectiles through to increase their spread and rate of fire. You can decide their appearance or import an item to receive these properties. The free version only appears after long stretches of combat and remains suspended by your sides. The paid version can be telekinetically controlled, summoned at will, utilize more complex spells, or even be duplicated (at the cost of reduced power).

Training Wheels: 50SP

Some kind of rod-like item like a wand, Gohei stick, umbrella, sword, etc. It will make focusing spells much easier early on but will provide negligible benefits the greater your mastery of your magic becomes.

A Bygone Era: 50SP

A collection of all the Touhou PC-98 games. For the sake of spoilers (not that there’s much to spoil) you won’t receive any games in this jump until after the events they’re covering occur. Frankly, this purchase only exists for people who have 50SP lying around and can’t decide what else to spend it on. This can also include the Seihou games if you’d like.

Future Tools

The below items are only available to humans from the future.

Fourth–Dimensional Positron Bomb: 400SP, Exclusive Future Human

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A terrifying weapon from the far future (that is apparently available for purchase by university professors). Once activated, it will explode with enough force to destroy an entire planet. If used, you will receive a replacement in 10 years, or at the start of the next jump.

Grand Unified Theory: 500SP, Exclusive Future Human

This document explains the Grand Unified Theory in exhaustive detail. This theory unites all fundamental forces and is the basis of the future's miraculous technology. With a few years of study, you could create technological miracles like altering a planet's orbit or weaponizing ambient photons, etc. With a few decades of study, technology on the level of the Probability Space Hypervessel may be within reach. The only major flaw of the GUT is it doesn't account for the existence of the supernatural and is uncompromising in its insistence that such forces cannot possibly exist.

Probability Space Hypervessel: 500SP, Exclusive Future Human

An enormous spaceship from the distant future. The vessel's advanced technology allows it to easily cover galactic distances. It can even travel through time itself. Do be careful not to cause any paradoxes. The vessel is large enough to be mistaken for an enormous building. Who knows what kind of technology you'll find by exploring its halls.

Exorcist Tools

100SP item free and others half-off for Exorcist Origin.

The Essentials: 100SP

By taking this, you may substitute your projectiles from Danmaku with an endless stream of throwing needles and ofuda charms. All of these items are abnormally receptive to spiritual power. The blessing of a god would allow them to do extra damage against yokai or similar creatures.

Gramps: 200SP

A mysterious talking turtle. They have the ability to fly and are willing to let you ride on them. They are a bit of a curmudgeon, so expect them to nag you from time to time. Still, they can be a treasure trove of wisdom and occult lore at their best, but usually they're just annoying.

Yin-Yang Orb: 300SP

This large orb is a divine artifact usable only by your bloodline. It can ricochet off surfaces and do significant damage to anything in its path (including you), but particularly beings of a demonic or unholy nature. In time, you may learn to manipulate the orb in other ways (see Notes).

Humble Shrine: 400SP

An unassuming shrine. The natural sanctity of this place makes it far easier to commune with divinities or refine faith-based abilities. Maintaining this shrine will cause your spiritual abilities to grow slowly but passively. Just make sure to take care of anyone who tries to trash the place.

Heretic Tools

100SP item free and others half-off for Heretic Origin.

Misleading Fliers: 100SP

You receive an infinite supply of blank fliers. You can print pretty much whatever nonsense you want on these. Even if it's clearly nonsense, it'll be enough to attract several powerful figures from the current world to a location of your choice with even the vaguest promise.

Extremely Advanced Roomba: 200SP

A member of the Vivit line of robot maids. Vivit is unconditionally loyal and extremely competent in all manner of housework, she's actually a powerhouse in her own right. With her built-in flight and weapon systems, she can easily hold her own in most danmaku battles.

Ultimate "Tank": 300SP

The Evil Eye Σ may look like a fully organic giant eyeball with wings but is in fact a manned vehicle. This "tank" can not only fly but has enough firepower and bullet patterns to let a regular human contend with heavy hitters like Reimu or Marisa (unless they're on their A-game that day).

5th Grade Textbook: 400SP

This science textbook originates from the far future. It is written intuitively enough that even a resident of the Meiji Era could reach a level of scientific understanding equal or slightly above the level of the modern age (outside of Gensokyo) in a year or two without any further guidance.

Magician Tools

100SP item free and others half-off for Magician Nature.

Trendy Steed: 100SP

A mundane item enchanted to grant limited flight abilities. It could be a broom, umbrella, cape, etc. On its own, it is significantly clumsier than the basic flight abilities of most yokai. However, if you already have the ability of flight, this helps you utilize it with slightly greater speed and control.

Marionette: 200SP

A pair of two small enchanted puppets resembling porcelain dolls. It's unclear whether they're actually alive or just extensions of your will. You are able to control them and focus magic projectiles through them. They can occasionally summon a barrier to protect you from enemy attacks.

Lil' Mimi: 300SP

This is a tiny ICBM from the far future. That alone should be proof of its destructive potential. It is ambiguously sentient and can fly through its own power without any kind of silo. Or you could just ride it like a pony, since it is kind of cute. Restored at the start of each jump if used.

Powerful Grimoire: 400SP

Studying this book can gradually increase a magician's magic in the long term, but simply holding onto it can grant an immediate explosive boost in magic power. Even a subpar mage could defeat enemies that effortlessly trivialized them days earlier, as long as they don't lose the book.

Menace Tools

100SP item free and others half-off for Menace Origin.

A Time for Rest: 100SP

These self-cleaning and repairing pajamas are both cute and impossibly comfortable. Even the worst insomniacs will sleep like a baby in these. Try not to wear these into battle, as that drowsiness can make it hard to fight at your A-Game. Also comes with a magically effective alarm clock.

Esoteric Territory: 200SP

A small abnormal territory to call your own. Perhaps it's a river filled with blood, or a cave full of glowing crystals, or a forest of talking trees, etc. This territory projects an aura that scares away weak intruders while making stronger beings overlook it unless given a specific reason not to.

Dimensional Gateway: 300SP

Portals like this are shockingly common in Gensokyo. This portal leads to a small alternate dimension. This dimension is always filled with hostile yokai of varying power, and not much else. If nothing else, diving in here from time-to-time could make for good danmaku training.

Hyakki Yagyō: 400SP

Your power has allowed you to recruit an army of yokai. This is composed of about 200 weak yokai, and a single relatively stronger "midboss". They are all unquestionably loyal but not too smart or fast. Defeated underlings will be gradually revived over the course of 5 years.

Drawbacks

No Drawback cap.

Artistic Liberty: +0SP

Zun has never been known for his drawing skills. Not in any positive sense, anyway. By default, the cannon appearance of this jump will reflect Zun's character sprites. For no cost, you can choose any piece of Touhou PC–98 fanart to serve as the basis for this world's artstyle.

Old Vs New: +0SP

You may decide whether the PC–98 games are canon to the Windows games that came later. Be warned that the worldbuilding of the Windows games can be much darker than the PC–98 games (except when it isn't). This jump alone won't provide you with nearly enough power to deal with some of the greater threats in the Windows timeline.

East Vs West: +0SP

Touhou Project actually had something of a sister series early on. It was called Seihou. Seihou is about a robot maid named Vivit who fought her way through various giant robots and vehicles for the benefit of humanity or her beloved master. These events will now transpire somewhere in the same jump at the same time as you arrive in this world... somehow.

Easy-Going: +100SP

You are pathetically lazy. You can exert yourself when it really counts, but this makes you far more irritable towards whatever dares to interfere with your precious leisure time. Those around you are far more energetic than usual, often involving you in whatever hijinks they get up to.

Strange, Strange World: +100SP

Things are generally more random and surreal than they would normally be. From giant bipedal spheres ravaging the land to the mechanics of the magic system completely changing for a week or two. This isn't guaranteed to make the world more deadly, just more unpredictable.

Property Damage: +100SP

Good news, you have your own property in this world that you take immense pride in. Bad news, it gets destroyed practically every other week. You just have that kind of luck. Nothing you try will be able to avert this fate, and you can't bear to leave it in disrepair either.

It's What I Do: +200SP

This really feels out of place in this continuity. As a human, you actively despise all yokai, and as a yokai you feel the same way about humans. You will go out of your way to cause as much suffering for members of the other species. While this won't immediately make you a mass murderer, you haven't entirely ruled that out as an option.

Leaky Bucket: +200SP

Your brain has a hard time holding onto its contents. Your memory is abysmal. If you aren't careful, you could end up losing significant portions of your own past. Due to this regression, your personality and disposition are extremely childish. You hold onto any skills like magic or technology, but whatever else you can hold onto depends on you.

Recurring Characters: +200SP

The one thing you need to know about the people here, is they don't know when to quit. No matter how thoroughly you humiliate, traumatize, or beat someone down, they'll forget about it and be back to causing you trouble within the week. If anything, they'll be more motivated than ever. Even if you try to kill notable enemies outright, it usually doesn't stick.

One Coin Complete: +300SP / +0SP

You are stricken by an unfortunate condition that if you get hit even a single time, by any attack, you will die. You start with 1ups, allowing you to survive otherwise lethal attacks. Enemies will very rarely drop additional 1ups. Considering how many projectiles you'll be dealing with at a given moment, you'll need to make these lives count. If your current body is on the level of a regular human, projectiles will be this deadly to you by default. As such you won't be able to receive points for this drawback.

Lunatic Mode: +300SP

A tradition of the franchise and a common source of bragging rights. This ups the difficulty of all conflicts significantly. You will face significantly more enemies, firing significantly more projectiles in more complex patterns. Bosses will no longer play fair, often unleashing patterns that seem (but technically aren't) undodgeable, and even launching cheap sneak attacks after their defeat. This may be a relatively simplistic drawback, but there is no truer test of one's mastery over danmaku.

Born in the Wrong Era: +400SP / +0SP & Mandatory w/ Future Human

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The laws of this world don't seem to mesh well with you. You are unable to utilize any form of magic, even from other worlds. Technology works just fine (even if it's functionally identical to magic). You will be unable to use flight, bombs, or bullet patterns until you manage to personally invent a method to replicate these effects. If you receive points in return for being barred from flight entirely, then any technology you create to grant yourself any kind of flight will invariably fail to function.

Ending Paths

The end of an era.

Jumper Ending A: Go Home

You decide to end your Chain and return to your original world.

Jumper Ending B: Stay Here

You decide to end your Chain and stay in this world.

Jumper Ending C: Move On

You decide to continue your Chain and move on to a new world.

Closing Notes

Jump by Gene.

I end up using the terms “strong yokai” and “weak yokai” a lot in the jump. I’m basically using these as a less meta alternative for “Bosses / Player Character” and “Stage Enemies” respectively.

Regarding the Yin-Yang Orb:

The Yin-Yang Orb exhibits a different appearance and properties almost every time it appears. Sometimes it’s bigger than Reimu, other times it fits in her palm. Sometimes there’s one, other times several. Sometimes Reimu has to kick it like a soccer ball, other times they just float around.

Depending on the ending you get in *Story of Eastern Wonderland*, the Yin-Yang Orb has one of three secret powers. You may choose which of the three is canon for the version you purchased.

- *The ability to let the user eat sweets without getting fat.*
- *The ability to produce any scent the user desires.*
- *The ability to turn into a cat that doesn’t need to eat or poop.*

While on the topic, I’m treating all the endings of *Highly Responsive to Prayers* as non-canon. At least for the purposes of the one you purchase.

Regarding Lethal Orbit:

As player characters collect Power Items, they eventually manifest some kind of item floating at their side that allows them to fire more projectiles. Reimu has her Yin-Yang Orbs, Mima has ghost flames, Yuuka has fairies, etc. If you import an item as your satellite and you don’t want it to stop existing outside of battle, you can choose for it to return to its previous form and location when not being used as a satellite. If you import a single time, it will divide into two when used as a satellite.

PC-98 Era Vs. Windows Era

Connections and differences to be aware of.

It's commonly assumed that unless stated otherwise, most Touhou games take place in the year they were released. Meaning the PC-98 games take place from 1996-1998 (which I rounded to 1995-2000 for this jump) and *Embodiment of the Scarlet Devil*, takes place in 2003.

After all my research for this jump, I'm probably one of the few people on the planet more familiar with the PC-98 than the Windows era of Touhou. I am balancing the options here based solely on what we see in the PC-98 games. Whatever happens in the Windows era has little-to-no bearing on how strong or weak any given purchase from this jump is.

Many of the iconic elements associated with the series didn't show up until the Windows Era. Such as Spell Card Rules, a more concrete distinction between different races like fairies or vampires, and each character having some abstract concept they can manipulate through their magic.