Touhou Project Jumpchain CYOA v1.5 Final – Parasol Paradise Edition

-By MoeAnon-

Special thanks to anons and tripfags alike who helped me out and encouraged me!

-Introduction-

Jumper subjected to fate's biddings, welcome to Gensokyo: A timeless land of both breath-taking beauty and maddening horror, where such duality intertwine into something truly fantastical. Gensokyo resides in a plane of existence separated from the world you once knew as a haven for the mythically the former world could no longer support. As such, it is home to not only mortals, but deities and beings form both eastern and western legends as well. Almost everybody, from even the lowliest of humans to youkai who have lived longer than Gensokyo itself have the potential to wield magic and manipulate the world around them with it. Truly, it is the driving force behind all of Gensokyo.

Though almost all conflict in Gensokyo are solved by Danmaku battles, an ultimately non-lethal competition of magical prowess, it does not stop monumental plots of questionable morality to arise. Expect everything from an all-consuming red mist devouring even the light of the sun to the moon itself getting stolen, so it would be very wise to pay attention and be on the lookout for any anomalies.

You will be give 1000 CP to purchase boons here. Best of luck, Jumper.

-Starting Location-

Roll 1d8 to determine the place fate brings you to. Pay 50 CP to take fate in your own hands and pick yourself. Fortune smiles on you, and as such, you are allowed to choose to appear in any specific point of your starting location of your choosing.

1. Human Village

A town filled with busy streets, crowded with people making their way from one place to another. It paints a scene reminiscent of what life must have been in Feudal Japan, if only magic had existed. The Forest of Magic is located at the outskirts, a place infamous to locals who demonize the woods as a source of utter evil.

2. Youkai Mountain

At the foot of the Youkai Mountain is the Great Youkai Forest, the home to Youkai all around Gensokyo. And at its peak, lies the influential Moriya Shrine. Due to certain events having taken place, it seems like there are some landmarks from the Outside World was suddenly transported into Gensokyo before getting scattered about the area, the Moriya Shrine included.

3. Scarlet Devil Mansion

The Scarlet sisters are feared by all, and all around their lavish mansion, only few souls ever dare approach. Unless of course, if you're a certain ice fairy, which means you favorite playground just happened to be the lake just besides their territory. You absolute baka.

4. Eientei

The House of Eternity is the home of the Lunarians, some exiled from the moon along with the exiled Princess of Lunarians, Houraisan Kaguya, some simply choosing to stay in Gensokyo. Eientei is surrounded on all sides by a vast bamboo forest, with a vengeful immortal acting as its sole guide, helping mortals find their way through. It is also worth noting that the vengeful immortal mentioned before also runs a damn good yakitori stand worth checking out if you got the time.

5. Netherworld

Around Hakugyokurou, the Tower of White Jade, is surrounded by a world inhabited by spirits, the afterlife of Gensokyo for those unable to ascend to heaven, descend to hell, or to simply be reincarnated into a new life. Feeling that you don't quite belong there, Saigyouji Yuyuko, ghost "princess" of the Netherworld, will let you back into Gensokyo's mortal plane if you request so.

6. Underworld

Welcome to hell, Jumper. Well, the place where eternal damnation used to be. This is where most Oni live, and of course, is also where the Palace of the Earth Spirits lie, home to the Komeiji sisters and their loyal "pets". Despite its name, leaving the place won't be that hard since it's quite literally underground. Hope you like stairs.

7. The Great Hakurei Barrier

All around the very edges of Gensokyo lies a barrier separating Gensokyo from the Outside World. Only within this barrier, could magic exist and Youkai survive. Along this enigmatic border is where you will find the Hakurei Shrine, as well as the residence of the Yakumo Clan. Do not stir up trouble around these parts if you wish not to be the subject of unwanted attention.

8. Free Choice

Pick anywhere in Gensokyo to begin your journey.

-Origins-

Drop In (Free) – You are nobody but yourself, a stranger to this mythical world. Though you are without a history and deprived of connections or resources in Gensokyo, you are also without conflicting memories and established foes. With a clean slate, it's up to you to paint your own canvas in this strange, yet beautiful world.

Mage (Free) – Magic is your deepest passion, the love of your life, and your raison d'etre. Every grimoire memorized is just another step closer to perfecting your mastery over the arcane. Though this devotion may have lead you to become loner without a lot of friends, those you do, you hold close and dear to your heart, whom you value just as importantly as your never-ending journey to become the best magician there is.

Servant (100 CP) – You dedicated your live serving a master, who had guided you from as far back as you could remember, molding you to the person you are today. Your relationship with your superior is good, feeling more like close friends, or even loving family than merely servant and master. Though you would never admit it, perhaps a little more freedom would be nice once in a while…

Leader (100 CP) – You're the undisputed head of a group you represent, a position you earned and maintained by your skills and talent. Your group consists of a band of loyal followers, all with unique strengths and weaknesses, but with the unified mindset of helping you further your goals and ideals. Though you may not be as influential as more prominent groups in Gensokyo, you definitely have the means to rise up and rank among the greats if you give it your all. Among your servants, there is one in particular you could entrust anything to beyond the shadow of a doubt, a person whom have proven time and time again to be cut for anything you ask of him or her. Though you would never admit it, perhaps a little less responsibility burdening you would be nice once in a while…

-Race-

Age is for the most part irrelevant for every race except for humans, since most have lived hundreds, if not thousands of years. Those who choose to be human must roll 14+1d8 to decide their age. Your gender will also default to whatever you were before you came to Gensokyo. If you wish to change either, you may by paying 50 CP.

Human (Free) – It's no secret that humans are one of the weakest races in Gensokyo. They aren't naturally attuned to preform magic and are physically unimpressive. However, with a great deal of willpower, there is little humanity cannot achieve, even during their short lifespans. There are even humans who have ascended their status as a human and transformed

into Magicians or even Youkai with dedicated training, but that feat will take at least a decade to accomplish.

Common Youkai (50 CP) – Traditionally creatures of the night, Youkai are naturally adept in darkness. Magic comes very natural to them as well, but they must regularly feast on human flesh in order to survive. Due to their affinity with magic, some of the most powerful beings in Gensokyo are Youkai, but not before years of training and practice to shed themselves the image of a brutish creatures who revels in acts of evil. However, it isn't unrealistic to say that even the most well respected Youkai simply hides their instinctive bloodlust from public eyes.

Fairy (50 CP) – Fairies are creatures who represent Mother Nature in some way. Though fairies live short lives, they regenerate immediately after they die, though that trait will not apply to you until the end of your Jumpchain. Faries are talented in magic, but few put forth enough effort to improve their skills due to their childish demeanor, even though it is theoretically possible. However, because of how neutral and down-right adorable most fairies are, almost everyone will be on good terms with them, even if they are openly antagonistic. They'll just think the innocent fairy is trying to act cuter.

Lunarian (100 CP) – The Lunarians are no strangers to war, and have even fought again humans from the Ouside World wielding modern technology during the moon landings. As a result, on top of their strong magical abilities, Lunarians are also trained in military tactics and strategy, and have the combat training and experience any competent soldier should have. They also have the ability to use ESP to communicate with others telepathically. May or may not develop rabbit-like features. If so, the ears may or may not act like the antenna for their ESP.

Tengu (300 CP) – Tengu are incredibly skilled at magic, and are known for their incredible speed and agility that few could match. They are also fast learners that can easily adapt to unexpected or unfamiliar outcomes, and have a knack for tricking and confusing others to their advantage. Tengu also take both physical and behavioral characteristics, both good and bad, of an animal of choice, though Crows and Wolves are the most common.

Oni (300 CP) – Oni are the opposite of Tengu in many areas. Though Tengu are Youkai of the heavens, Oni are Youkai of the underworld. Though Tengu are incredibly agile and fast, Oni are equally tough and strong. Though Tengu are deceptive and witty, Oni are determined and competitive. What they do have in common however, is their incredible magical power. Moreover, Oni know more ways to have fun and party that one would think is possible, even in all but the direst of situations. And to top it all off, they are incredibly heavy drinkers, yet still connoisseurs for quality sake. They do however, have one weakness: fried beans. Mere contact with it will burn an Oni's skin, and if fed, will almost certainly end the life of any Oni once and for all.

Vampire (300 CP) – Vampires are feared for their incredible physical feats that rivals both Tengu and Oni just as much as they are known for their incredible intellect and charisma. Of course, they are no slouches at preforming magic either. But bearing the curse of a vampire, even the

most basic feat cannot be done if they are in the presence of sunlight or if they are starved of blood. Extended periods of time exposed to sunlight will reduce even the most powerful vampire to nothing but ash, and without blood, a vampire will remain dormant in a death-like state until they taste blood once more. Compared to other forms of Youkai, vampires are also perhaps one of the rarest kinds.

-Abilities-

Special powers and skills gained will have the potential to reach levels according to their respective characters the abilities are based on, but will start off considerably weaker until extensive experimentation and training. For example, though Utsuho Reiuji can single-handedly provide power to fuel the infernal fires of hell, rivaling that of our own sun, when given nothing but the occasional corpse to burn for energy, a Jumper might start with enough control to beam spam for a reasonable amount of time without tiring immediately. Additionally, the more abilities costing 200 CP as a base price or higher you possess, the longer it will take for those powers to mature, having to divide your attention among all your abilities instead of focusing on a few. This learning curve can be sped drastically up if said character offers to teach your newfound abilities, however. Bear in mind that many of these powers are actually innate abilities of the individual, rather than traditional magic in the sense of casting spells, meaning though it might feel somewhat more natural to use, teaching it to others may prove very difficult. Discounts are 50% off, as they always were.

Touhou Soundtrack (free) – Catchy Touhou music will play in the background, appropriate to the situation at hand. But instead of the cheap midi-trumpets ZUN uses, the songs you hear will be far more varied and unique, though still with ZUN's iconic melodies. You may turn this on and off at will.

Jumper's Theme (50 CP) – You want ZUN to compose a custom theme just for you? Consider it done. In every aspect, this song embodies exactly who you are, fits almost any combat scenario seamlessly, and of course, follows the same bonuses as in the Touhou Sountrack boon.

Soar (100 CP) – In Gensokyo, the ability to levitate and fly are very common, and is crucial to Danmaku battles. With some practice, you can learn to travel just as fast around sharp bends and even backwards as you can dead ahead. (Discount Drop In)

Magician's Mind (100 CP) – Magic does not come naturally for some, but by taking this perk, you will gain the potential of shattering the barrier to perform magic that many fail to overcome. Even for those already proficient in magic, your own magical be polished as well, allowing you to learn new kinds of magics and special abilities with far greater ease.

Additionally, once you do learn a new skill or ability, you will never forget how to perform it. (Discount Mage)

Focus Undivided (100 CP) – It is critical in Danmaku battles that one can evade fire just as effectively as they can return fire. This will give you keen, supernatural awareness of your body's surroundings, and will allow you to manipulate your body to more easily let projectiles and other attacks to graze by harmlessly. (Discount Servant)

Spell Card Pact (100 CP) – After your time here, you may impose spell card rules in any Jumpchain of choice before a fight if given consent. This does not require the use of actual spell cards, though it may if you wish, but instead an agreement to suppress and equalize raw power for both parties, creating an environment where pure skill is valued above all. The outcomes of these fights will not result in death of either party, no matter how powerful the attacks. However, it will hurt, and will render most unconscious after getting hit with powerful enough attacks. (Discount Ruler)

Apparitions Stalk the Night (200 CP) – You are greatly empowered while in the dark, and can manipulate darkness to such degree that you can envelop yourself in an aura of darkness where light become instantly extinguished. Those deeply connected with the void can extend the range of this power to cover a wide enough area to drown all of Gensokyo in a veil of darkness without difficulty, but doing so will gradually weaken the effects the further you stretch the range this ability. (Discount Drop In)

Doll Maker of Bucuresti (200 CP) – Being an undisputable genius in terms of mathematics and science in a realm ruled by magic tends to undermine just how impressive it is. Your ability with technology and engineering is so great that you are able to adapt to handling, repairing, modifying and even reverse-engineering completely foreign devices you have little to no background on. Your connection with both practical technology along with magic allows for you to eventually unlock the secrets to creating magitech if given enough time to experiment. (Discount Mage)

Tai Chi Master (200 CP) – You can see the auras, or Qi, hidden within every being, giving you a myriad of useful information about them, that you might not have known otherwise. Additionally, you become much more proficient in controlling your own Qi, as well as other inner energies. (Discount Servant)

Spirit Camera (200 CP) – By simply willing it so, as long you have any kind of device capable to producing an image, it will display a picture, or even a video if the device is capable of it, of any person, place, or thing you desire in their current state. You may be able to find just where they are with some detective work based off the picture, but their actual location will not be known by you naturally. (Discount Ruler)

Doctor of Miracles (400 CP) – You will gain the skills of medical professionals across all fields whose raw skill is unrivaled by any ordinary doctor. You however, take things one step further by seamlessly incorporating magic into your medical procedures as well. No disease or ailment, mundane or supernatural, will overpower you or your patients. Your specialty however, lies in making drugs, potions and tonics of any kind, as well as the skills to replicate or create more for an unimaginably wide variety of uses. As one would expect, you are not able to make medicines that would require a physically impossible process in order to produce, nor can you make the medicine if you do not have the ingredients. (Discount Drop In)

Elemental's Secret (400 CP) – You will have power over the Wu Xing elements – Wood, Fire, Earth, Metal and Water. Each ability have a lot of potential by themselves, but shine brightest when creatively used together to manipulate the world all around you. Alternatively, some magicians have opted to focus in on one element in particular while ignoring the rest to give themselves an exponential boost for that particular element when compared to one with a jack of all trades approach. This magic also allows for you to invoke and manipulate the power of the sun and the moon, further empowering your abilities. (Discount Mage)

Lunatic Red Eyes (400 CP) – You gain the ability to sense and manipulate waves, the source of power localizing in your eyes or the closet equivalent. You are most proficient at manipulating brain waves, allowing you to induce madness or hallucinations depending on the strength of your opponent's will. You can also manipulate light and sound waves to deceive the senses indirectly, from concealing the paths of your projectile attacks, to creating after-images of herself, to casting wide-area illusions that cause people to get lost. As a cherry on top, you are also capable of releasing waves from your eyes in a destructive blast. Though you are flexible in the variety of waves you can manipulate, waves besides brainwaves, visible light waves, and sound waves are much more difficult to do so. Controlling more powerful or conceptual waves will be out of your control entirely. (Discount Servant)

Third Eye of Satori (400 CP) – You will be able to read the hearts and the minds of any being, no matter if they speak a different language, or even if they are animals, though only in their immediate presence. This power will also grant you the ability to hypnotize others by manipulating their conscious minds. Furthermore, if your targets are in a compromised mental state where mental resistance is minimal, are unconscious, or if they simply allow you to do so, you can even tap into their memories to experience them for yourself. (Discount Ruler)

Maiden of Worshipped Wind (600 CP) – In almost every world, there exists some form of higher power, hidden away from the physical world. Spirits, deities, and even supreme gods. You will gain an affinity for contacting these invisible powers, allow for you to gain a fraction their power by making deals, adhering to certain guidelines, or something as mundane as a promise to become friends. The more favor you have with a patron, the more your power will increase.

But always remember that these powers are not your own, and few gods think of arrogance as desirable. (Discount Drop In)

U.N. Owen Was You (600 CP) – You will now be able to see and sense where tension of someone or something is the greatest. You may also move the concept of this weak spot towards you, so that when you destroy the manifestation of the weak spot you have moved, the target in question will be destroyed as well. How much power is needed to destroy any particular thing is proportional to how tough it is. A normal person can be crushed like an insect, but powerful Youkai may prove more resilient, and require much more effort on your part for the same effect. (Discount Mage)

Infernal Sun (600 CP) – With mastery over nuclear fission and fusion, you will be in control of perhaps the most powerful source of energy in the natural world. The incredible raw power of this ability is attributed by the fact that it originated from the god Yatagarasu, the embodiment of the sun itself. Not only will the peak your ability over nuclear energy rival that of the stars in the sky, you may eventually be able to utilize the power of their powerful gravitational attraction as well. Simply reaching the upper limits of your power with magic alone, without using more energy or matter to support the process of nuclear fission and fusion process will be close to impossible. This power is also very hard to control, especially at the upper limits, threatening in not only its unchecked destructive power, but for the inevitable gamma radiation fallout as well. (Discount Servant)

Hakutaku's Gift (600 CP) – You may affect memories on an extremely wide scale, concealing the truth by planting your own false information. However, this power can only extend back in history for so long, unable to alter any memories past a certain date. Creating vivid and believable memories are also quite difficult, as you would discover. Once every full moon however, you may change one specific historical event in the recent past to another of choice, changing the course of history from that point onwards, reflecting into the present time. This however, cannot ever stop a life getting taken away, or take a life as a result of your changes in history. (Discount Ruler)

Pandemonium (800 CP) – You will learn to manipulate the density of any given object; to put it simply, assembly and dispersion. As the object's density increases, it heats up, and as it decreases, it turns into a mist. As such, you can also create smaller copies of yourself, or make yourself giant. You can also decrease your own body's density to become a mist, allowing yourself to be relatively undetectable, yet unable to interact with the world around you. This power can also be used for very specific effects, such as compressing your attacks to focus their power significantly, or to even creating a spot so dense that it acts like a miniature black hole, pulling objects and even the power of your foes towards it. Given time to develop your power, you can even turn entire mountains into sand, and at your peak, even 4^{th} wall breaking

concepts such as the HP and MP gauges can be dispersed away and reassembled to a degree, though this will always be tiring to perform. (Discount Drop In)

Border of Life (800 CP) – Though you may never gain the power to simply will a person to death, you will know of the exact, most effective and efficient method needed to bring any being, whether human or Youkai, to their permanent passing. Frequently, this is many times simpler than to go by one's instincts, and will tend to cause your targets to be caught off guard by your method's unconventional means. This can also theoretically allow for a way to kill beings that are thought to be incapable of death, such as spirits, or even certain deities, by exploiting loopholes or weaknesses even they might not be aware abut. Your power will also cause your enemies to passively lose to will to live, driving those of weaker will to suicide if you let your powers go unchecked. Additionally, you will also learn how to manipulate souls of certain beings to remain lingering on as spirits, zombies or other forms of undead. (Discount Mage)

Lunar Dial (800 CP) – You now have control over the flow of time. Time can be slowed down, sped up, or even halted completely at will. With some experimentation, you can even learn to utilize your abilities with much more finesse, allowing for very specific usage of this magic that not only exerts much stress tress overall, but offer far greater utility. Feats such as aging a planted seed to see it rapidly mature into a tree, or freezing a volley of bullets in midair in order to evade it becomes child's play to you. As a bonus, having power over time means that whenever the passage of time is affected by someone else, you won't be affected by it unless you will so, and will be aware whenever time is altered. Finally, since time is intertwined with space, after significant progression of your powers, you may find yourself being able to alter space itself by manipulating time in certain ways. (Discount Servant)

Scarlet Destiny (800 CP) – You will experience almost unparalleled luck, along with the assurance that your foes will suffer terrible misfortunes as well. This however, is a completely subconscious process at first, though with years of practice, you may be able to gain a finer control of it. When do you develop your power to that degree, you may even be able to view and manipulate the strings of fate consciously, allowing for you to orchestrate moments where nothing is left to chance. Consciously observing and affecting fate is a tiring process however, so one needs to be mindful when and where to use it. Note that no matter what, you cannot make the statistically impossible possible, but as long as there is a chance for something to happen, exert enough magical power, and it shall surely come true. (Discount Ruler)

-Items & Gear-

Spell Cards (free) – A set of personalized spell cards, essential to Danmaku battles. Though they can be destructive, they are also completely non-lethal. Despite its name, spell cards do not need to be purely a result of magical abilities. Even mundane technology is allowed in forging

one’s spell cards During Danmaku battles, any extremely powerful abilities that assures an “absolute victory” or an “absolute defense” will be limited for the duration of the Danmaku battle. The reason for this was to allow humans and Youkai to fight at an even footing, and you’re no exception to the rule.

Silver and Gold (50 CP) – Universally accepted currency that can be used all across Gensokyo. This is enough for a person to get by with reasonable comfort for about a year at best. Repeatable purchases.

Ibuki Gourd (100 CP) – A unique gourd containing a special sake bug that turns water into sake. To prevent it from overflowing, the gourd has a stopper on it, and you can't pour out more than the gourd will hold at one time. Paying 100 CP extra will include Hoshiguma Dish as well, drastically improving the quality of any sake poured into it. (Discount Drop In)

Alice Doll (100 CP) – A masterwork doll skillfully crafted by Alice Margatroid, utilizing such advanced magitech that an artificial soul was able to be implanted into the doll in order to create a fully sentient, autonomous being. This doll is completely loyal to you, and is surprisingly adept at combat despite its size, but specialize in mundane housework above all. You can specify its personality and appearance. (Discount Mage)

Roukanken and Hakurouken (100 CP) – These are the swords belonging to the half-spirit swordswoman, Konpaku Youmu. Roukanken is a long-bladed katana said to be made by Youkai, too long to be wielded by normal humans. It's said that it has the power to kill ten spirits in one stroke. Hakurouken is the ancestral wakizashi of the Konpaku family, which only they are capable of using unless purchased here. It has the power to dispel the confusion of those it cuts. That is, using it on humans will cause them minor pain and discomfort, while using it on ghosts will send them to nirvana. You may purchase one or the other for the listed price of 100 CP, but if you wish to buy both, you must pay an additional 100 CP. (Discount Servant)

Ofuda (100 CP) – A collection of charms inscribed on paper with powerful anti-Youkai properties. It can be use defensively as barriers, or offensively to seal or harm. After this Jumpchain, these will be effective against any supernatural being. (Discount Ruler)

Miracle Mallet (300 CP) – A legendary artifact from the tale of Issun-boushi, the Miracle Mallet is a small hammer with the power to change an object's size. The original mallet can only be used by Inchlings, but this particular copy has no such restrictions. Though this version lacks the ability to grant wishes, it lacks the powerful corrupting influence of the original also. (Discount Drop In)

Sorcerer's Sutra Scroll (300 CP) – A limitless magical scroll that can accommodate as many spells as the user wish to inscribe upon it. This scroll can automatically recite chants or undergo rituals

in place of the user, and being a magical item, will not function for anybody except for its rightful owner. (Discount Mage)

Shinigami's Scythe (300 CP) –A scythe with a unique wavy blade, which aside from being a surprisingly effective weapon, serves another more subtle purpose. Befitting the image of the Grim Reaper, whoever gazes upon it, if they knew no better, would automatically assume the bearer of the scythe to be a Shinigami, or a cultural equivalent. This can lead some to immediately submit to the wielder in acceptance of death, but even to those with the strongest willpower or survival instinct, they will at least become more open to the idea of their passing than before. This special effect will only apply when you will it. (Discount Servant)

Lunarian Defense Corps Armory (300 CP) – A collection of standard issue weapons given to troops of the LDC, enough to keep a small army well-armed and supplied. Extraordinarily powerful examples, such as Toyohime's fan, will not be available unless extensive research is done in the subject of Lunarian magitech, and created by the Jumper themselves. (Discount Ruler)

Sword of Hisou (600 CP) – This golden jian, crafted by the Celestials in Heaven is able to gather and accumulate the surrounding spirit and convert it into energy. Moreover, it is able to cut up this spirit itself. Upon releasing the opponent's spirit and identifying the type of the opponent's spirit, it is also able to control the accumulated spiritual energy and convert it into the spirit of the opponent's weakness, and attack using their weakness. (Discount Drop In)

Mini-Hakkero (600 CP) – A magical furnace that takes the shape of an octagonal block, made of wood, with the eight trigrams printed in a circle on its front. The internal components were originally made of mundane steel, but was replaced by the mythical hihi-irokane metal after it became rusted. Despite its small size, being able to fit in a person's hand, it is an incredibly potent source of heat and magical energy. This is the engine that powers the infamous Love Sign Master Spark, but unlike the original, requires little to no physical fuel in order to function, but purely of the user's magical power. (Discount Mage)

Lance of the Scarlet Devil (600 CP) – Gungnir is the legendary lance belonging to Remilia Scarlet, the mistress of the Scarlet Devil Mansion. The lance is overflowing so much magic that the entire spear is enveloped in a deep crimson, still crackling in excess energies. It is also rumored that this spear will never miss its mark when thrown. Alternatively, you may instead opt for the equally powerful lance resembling a distorted hand of a clock by the name of Laevateinn, belonging to the Scarlet Devil's younger sister, Flandre. Within it imbues unimaginable destructive power, capable of reducing almost anything it strikes to none. Spending an extra 300 CP will allow for both polearms to be bought instead of having to choose between either. (Discount Servant)

Yuuka's Parasol (600 CP) – Kazami Yuuka has been said to be one of the strongest class of Youkai, that even with a relatively unimpressive power of being able to manipulate flowers, she is able to stand her ground against reality warping Youkai with far more potent powers on paper. She carries with her a parasol made form a flower that would never wilt, one of the only examples of such in all of Gensokyo. And now, you have a copy of it. This parasol can cut through the sun's rays of the harshest summers, never falter through even the heaviest rainstorm, and is strong enough to deflect attacks with ease. It seems like this parasol has embodied some of Yuuka's powers, and will allow the wielder to manipulate flowers as if it were their second nature. However, its most impressive feat is the ability to allow the user to travel to a pocket dimension of their design, defaulting to a sunflower garden for their relaxation. Though, that can be changed permanently if the user wills so. (Discount Ruler)

-Companions-

Fated Encounter (200 CP) – Fate will be twisted so that you will cross paths with a major character of choice again and again throughout your time here. Becoming allies is assured, becoming friends is likely, and even becoming lovers is possible, if you play your cards right. After these 10 years, they will become your companion to travel with you throughout your Jumpchains. (Discount based on starting location. For example, you can get a discount for Marisa if your starting location is the Human Village) **(One free for Servant and Leader)**

Companion Import (200 CP) – One of your companions gain 600 CP to spend for origins and perks.

Group Import (600 CP) – All your companions gain 600 CP to spend for perks.

-Drawbacks-

Secondary Canon (+0 CP) – Canon Touhou lore can get kind of dark and depressing if you think about it. Luckily, you don't give two hoots about any of that. Sakuya pads her boobs, Cirno teaches math class, and Youmu's ribbon has a white stripe through it. However, since Touhou fanon tend to be very light hearted and unthreatening compared to the actual canon, if this drawback is selected, other drawbacks will only give you 50% the CP they normally do. However, if you instead opt for a darker canon where the scale of power and level of danger is about the same or above the primary canon, you may do so without the 50% drawback restriction.

Xenophobe (+100 CP) – You become much less tolerant to any race other than your own, save for whoever you meet with Fated Encounter. You will have a mindset heavily steering to

believing that coexistence between different races are impossible. Your distain towards others it to such a degree that it isn't a stretch to say that you think of other species to be lesser than the dirt under your feet. Though this mindset isn't exactly as uncommon as it should be around Gensokyo, it doesn't make you any less of a jerk. You racist.

Silly Hats and Frilly Dresses (+100 CP) – You may not wear anything else, ever. Even if you're a shapeshifter who can morph up your clothes, they would still have to look like clothes you took off some kind of creepy doll. And of course, unless you're taking a shower, sleeping, or doing something where it would be completely ridiculous to keep it on, you must ALWAYS keep a hat or a hair accessory on your head. Taking it off voluntarily for extended periods of time will now induce overwhelming stress on your psych, enough to drive even the strongest of willpower to suicide. It is said that extreme anxiety during the event of extended unhattedness may even cause one's cranium to explode in a shower of gore, but this has yet to be confirmed. Don't try to push limits.

Jumper Stole the Precious Thing! (+100 CP) – You cannot stop stea... Permanently borrowing without permission the valuables from people you really don't want to get on the bad side of. You can briefly resist your greed with strong willpower, but there's definitely going to be a straw that will break your camel's back one day. And even if you are the best thief in the world, during your 10 years here, there will definitely be at least a couple of times you will be caught red handed.

Old-Fashioned Man/Woman of Honor (+200 CP) – Any kind of technology more advanced than a basic musket will be inoperable for the duration of your jump here. Keep in mind that this does not prevent Kappa and the like from utilizing advanced technology against you. Additionally, your mannerisms, including everything from speech to sense of dress will be transformed to that of a much older time period, and you will be forced to strictly adapt to either a code of Chivalry or Bushido whenever you engage in any kind of quarrel.

All According to Plan (+200 CP) – You will become a pawn in the grander scheme of things, with all your actions and decisions all seemingly predicted by sources unknown to you. Though you know close to nothing of the masterminds pulling the strings under the cover of the shadows, you know that if you do not figure out just who is trying to use you to further their goals by the end of your time here and stop them, the result will without a doubt be disastrous to such a degree where your death and the conclusion of your Jumpchains will be guaranteed.

Incidental (+200 CP) – At least once during your time here, you will be the cause, either deliberate or accidental, of an incident of unfathomable proportions. With this, no matter the outcome of it, you will forever cement your place in Gensokyo's history, for the better or the worse. If you had planned to keep things low key and simply cruise along, this may prove detrimental to that goal.

Reimu Syndrome (+300 CP) –Whenever shit hits the fan, people will always expect you to resolve whatever issues are at hand, even if you had no part in whatever world-ending calamity they have caused in the first place. People will still contribute, either to the problem or the solution, but without your intervention, things will only become worse and worse. Think you know the game's lore well enough to prevent them from happening in the first place though? Think again. On top of incidents detailed in the games and other official material, there will be increasingly frequent undocumented incidents to throw you off too. Have fun.

Mists of Amnesia (+300 CP) – You wake up with each and every single one of your memories clouded and obscured. You had even forgotten your own name, and the first time you see yourself in a mirror, you was not quite sure if that face was yours. Though your many skills may be retained as is from instinct, you must discover your powers again one by one. Of course, the times of discovery will almost always be accidental. For those wielding great power, this can be catastrophic if in the wrong time or place. Don't think you can rely on your companions either, because they remember just as little as you do.

Powerless (+300 CP) – You will be unable to perform any kind of supernatural feat during the first 7 years here. If this secret is let out, expect serious trouble as you try to hopelessly defend yourself against some of the most powerful magic in the multiverse with physical and technological feats alone.

Lunatic (+600 CP) – Spell cards? What spell cards? When Reimu proposed the spell card system for humans and Youkai to compete at an even level, her suggestion was canned immediately and never spoke of again. Spell cards are, to most denizens of Gensokyo, a major self-imposed drawback. Without it, it wouldn't be unrealistic to say that most beings have powers that could make Gods tremble in fear. Now that spell cards never existed, even the most minor of despites will now be settled with no-holds-barred battles. As a result of this, humanity will be close to extinction by the time you arrive, being unable to match the raw magical abilities of the Youkai. Only a miracle could restore Gensokyo to the paradise it supposed to be.

1-Credit-Clear (+600 CP) – For one reason or another, every single sentient being in Gensokyo will think of you as an anomaly that needs to be dealt with. Even if you did purchase companions with Fated Encounter, you would have to prove to them beyond a shadow of a doubt that you mean no harm before they would agree in become your ally. If unable to do so, you may still earn their trust and respect by besting them in a battle, then sparing their life. Though others may not decide to fight you right off the bat, be prepared to face off against every single important individual in Gensokyo before your 10 years are up. But to make this feat even remotely possible, Yukari would actually rather observe your chaotic antics rather than to fight you directly, unless you anger her.

-Secret Ending-

Wait, hold on a minute. You aren't serious, are you? Humans and Youkai are coexisting peacefully now? With all the bloodshed and conflict that lasted since the beginning of time, and you managed to have them leave their pasts behind to build a better future together? I thought I've seen everything already, but color me surprised. Needless to say, I'm very proud of you, Jumper.

I think you deserve a little reward for all the good work the last 10 years, so here's what I'm going to do. See that cauldron over there? It's filled to the brim with the **Hourai Elixir.** The first taste of the medicine ceases aging indefinitely. The second taste makes the drinker immune to illness and disease. The third taste makes one completely immortal to the truest sense by transforming the drinker's soul an existence completely independent of even the concept of reality. The cauldron even refill itself when you take some medicine out. I'll give this to you whenever your Jumpchain comes to an end. And no, don't even think about trying to drink it now.

But if you go all the way and receive the Planeswalker's Spark however, I'll sweeten up the deal a notch and grant you **the power over boundaries, both physical and conceptual.**

Yakumo Yukari's boundary manipulation is going to really tricky to figure out the exact mechanics of, and you might be able to control even a fraction of its power, given and take a couple of centuries afterwards. But you do have all the time in the multiverse to experiment, I'm sure. You might find that going to different worlds will become much easier now as a start, and finding entirely new ones would soon become second nature to you as well. How your power develops after that is up to you, Jumper.

-Notes-

Please consult the Touhou wiki for questions regarding Touhou in general.

http://en.touhouwiki.net/wiki/Touhou_Wiki

The special abilities in this jump are based off the abilities of certain characters in the series. If you want to find them so that they could to teach you your newfound powers, have this convenient list to.

Apparitions Stalk the Night - Rumia
Doll Maker of Bucuresti – Alice or any Kappa

Tai Chi Master - Hong Meiling
Spirit Camera - Himekaidou Hatate

Doctor of Miracles - Yagokoro Eirin
Elemental's Secret - Patchouli Knowledge for jack of all trades, Cirno for ice specialization, Shameimaru Aya for wind specialization, Kazami Yuuka for flower/nature specialization, Fujiwara no Mokou for fire specialization, Yasaka Kanako for wind, rain and weather specialization, Moriya Suwako for mineral, water and plant specialization and Tenshi Hinanawi for earth specialization.
Lunatic Red Eyes - Reisen Udongein Inaba or Komeiji Koishi
Third Eye of Satori - Komeiji Satori

Maiden of Worshipped Wind - Hakurei Reimu, Kochiya Sanae or Yakumo Ran
U.N. Owen Was You - Flandre Scarlet
Infernal Sun - Reiuji Utsuho
Hakutaku's Gift - Kamishirasawa Keine

Pandemonium - Ibuki Suika
Border of Life - Saigyouji Yuyuko
Lunar Dial - Izayoi Sakuya
Scarlet Destiny - Remilia Scarlet

-Future-

Stay Here – Your Jumpchain will finally come to an end. Gensokyo will now be your new home.

Go Home – After what must have been millennia since the start of your journey, you're finally going to go home again. Take care, Jumper.

Move On – And so the Jumper stands proud, ready to face yet another world. The finale is getting closer and closer, Jumper…