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Touhou Forbidden Hermit

A jump for the three Touhou spinoff mangas; Forbidden Scrollery, Wild and Horned Hermit, and Sangetsusei. By IGanon.

Welcome to Gensokyo, a land on the boundary of fantasy and reality, a land where myths are true. A land where Western vampires and Eastern youkai – spirits from Japanese mythology – coexist, living by the power of belief and fear the humans hold of them. Here, under the watchful protection of powerful youkai and humans who wield magic and the powers of gods, a village of mankind thrives in relative safety, warded against the worst of natural disasters and violence. Here few fall in battle, as an agreement between youkai and the representatives of humanity keep battles non-lethal. It is the ultimate goal of the major powers here to ensure a careful balance between youkai and humanity; disrupting this balance would be exceedingly unwise for you. Be warned that while many people here are very silly and prefer play-fighting to serious battle, many of them are tremendously powerful, and you would not like to force them to fight seriously.

You start in early spring of the year 2010, on the day Kasen first storms up to the Hakurei Shrine to investigate the rumour of a kappa's arm and will remain here for a full decade.

Race:

You may keep your gender the same as before or switch to female for free, otherwise switching to male will cost 50 CP. Subraces, marked with a bullet point, use the base race for the purpose of discounts. Picking a subrace means you only need to pay the cost of the subrace, not the base + sub.

Human (+200): Humans have it rough here. You lack the inherent physical and mystical abilities of youkai, nor will your injured flesh knit back together before your eyes. However, humans are relatively populous, and the Human Village is a neutral ground where you need not fear youkai attacks… for the most part anyway. Your age is 8 + 2d8.

- **Magician (+100):** You're a former human who, after a great deal of study, found a way to prevent your aging and physical needs. As a Magician, you're ageless and do not need to eat or drink (you may certainly for pleasure) but have no other advantages over a mundane human.
- **Hermit (Free):** Something of a subgroup of humans, hermits are people who have meditated and recited sutras so much they've achieved flesh as hard as steel and the ability to live on mist alone. Unfortunately, if a youkai were to kill and eat a hermit, they'd ascend to a whole new level of power. Naturally, any hermit who lives relatively long tends to pick up a bunch of good combat skills.

God (Free): You're a god of something, under Shinto metaphysics. You have some power over your domain, such as blessing a voyage with good fortune for a god of travel, or fermenting alcohol overnight for a harvest god, but these miracles require gathering faith from people. Normally, running out of faith is a de-facto death sentence, but you may instead choose to be an Arahitogami, a mortal who ascended to divinity, for whom running out of faith will merely reduce you down to the level of an ordinary human. Your age is 1d8x50.

Youkai (Varies): You are a youkai, a creature born of human fears and sustained on terror. All youkai are obviously physically superior; even an untrained youkai could tear a human apart with relatively little effort, and grievous injuries that might take a human months to heal can be fixed in an afternoon. Sadly, youkai are a dying species in the Outside World, nearly totally extinct as humans lose their fears of the unknown, and so Gensokyo was constructed as a refuge for them.

- **Animal Youkai (-100):** You are really an animal that learnt to shapeshift into a humanoid form, though with signs (typically ears-and-tail) as to your true nature that you can hide if you need to. You do not have any other particularly unusual abilities beyond those that are common to all youkai.
- **Kappa (-200):** Kappa are amphibious youkai that can survive just fine underwater and are strong natural swimmers. They're a saltwater species unfortunately, and Gensokyo has nothing but freshwater, leading to salt and iron deficiencies they cure by occasionally harvesting and eating human anal glands.
- **Tanuki (-200):** A Tanuki, also known as the Japanese racoon dog, are a bunch of infamous jolly pranksters largely organised under the influence of the elder Mamizou, a new arrival to Gensokyo who is already trying to make waves. As a Tanuki you have a natural aptitude for shapeshifting and minor illusions. The rivalry between Tanuki and Kitsune are famous and definitely still kept here.
- **Kitsune (-200):** A Kitsune is a kind of fox youkai, though not the only kind. You likely began as a fox who managed to live far longer than normally possible, resulting in you becoming a true supernatural creature and gaining a humanoid form. As a Kitsune, you have a natural aptitude for shapeshifting and minor illusions, though not quite as well as a Tanuki, but you also have an inherent aptitude for other kinds of magic such as throwing balls of fire around. You by default have a single tail, though see the perk Elder Youkai if you wish to be a full nine-tailed fox. Kitsune are well known for being tricksters, but also being highly loyal if their trust is earned.
- **Crow Tengu (-400):** Derived from myths about bird-men who lure mortals away from the righteous path, Tengu are the very fastest of youkai, able to easily move faster than the eye can follow. As a Crow Tengu, you have a pair of crow wings coming from your back and elongated ears. You're a part of the "information" caste of Tengu, and one of the only ones allowed off Youkai Mountain. Many Tengu come to resent their strict caste system, however Tengu as a whole tend towards a well-ordered society and do not publicly admit to their private thoughts.
- **Oni (-400):** Oni look like humans but horned (you are permitted to choose how your horns look – no two oni introduced have had the same horn style). They typically strongly value honesty and occasionally kidnap interesting people. Oni are the physically strongest of the youkai, able to juggle weights that would crush a weaker youkai. However, they have a strong psychological aversion to traditional oni-warding charms such as sardines in holly branches and roasted soybeans, the latter of which burns and blisters their skin on contact.
- **Vampire (-400):** Vampires are something of the middle ground between Tengu and Oni, having neither the extreme speed of the Tengu nor the extreme strength of the Oni, but having a bit of both. Vampires have been syncretised with oni and somewhat share their weaknesses, in addition to burning away to ashes in sunlight, being vulnerable to silver and having a strong aversion to running water – even rainfall.

- **Custom Youkai (Varies):** Want to be a different mythical creature? With this option, you are permitted to choose any mythical species with the exception of dragons to be your "base" and should use the pricing of the other youkai options to determine the price of your custom race.

Fairy (Free): You're a fairy, a kind of nature spirit. Fairies are similar to gods in that they have limited power over some aspect of nature you may select, such as freezing water or manipulating light patterns (turning yourself invisible when pulling pranks is a good way to avoid getting caught). Unfortunately, most fairies have the rough intelligence of an eight-year-old, though you need not share in this limited intellect. Also, every fairy is a (wo)manlet. Even Marisa is taller than you, you can only expect to stand above preteen children.

Location:

Roll 1d8 or pay 50 CP to choose.

1. **Hakurei Shrine:** The Hakurei Shrine sits on the Great Hakurei Barrier to Gensokyo's east. Here, a lazy, greedy and somewhat stupid shrine maiden does her best to stop youkai causing trouble among the humans. Unfortunately, the shrine is also regularly overrun by youkai who the local miko only occasionally chases off, this ensures the shrine is rarely visited by humans and the miko has little prestige for her job. It also has a rather troublesome fairy infestation.
2. **Human Village:** The Human Village, actually closer to a small city than a village, is where most humans in Gensokyo gather. Within its walls and protected in secret by other youkai who wish to ensure the supply of humans does not dry up, they live a life similar to pre-industrial Japan.
3. **Moriya Shrine:** The Moriya Shrine is located at the top of Youkai Mountain, ruled over by Tengu who brook no trespassers. Naturally, it rarely receives other human villagers and is somewhat desperate to gather faith, though a promising project to begin a ropeway that will enable humans to come worship at the shrine relatively unmolested is being planned.
4. **Myouren Temple:** A recent arrival to Gensokyo, arriving about a year ago, the Myouren Temple is home to the Buddhist monk Byakuren Hijiri and a motley collection of youkai who listen to her sermons and attempt (largely failing) to become monks too.
5. **Bhavaagra:** Bhavaagra is a layer of Heaven where several families of Celestials live in relative peace. Soon enough, the oni Suika is going to fight her way into owning a slice of Heaven and Tenshi will be exiled for eating too many elixirs.
6. **Scarlet Devil Mansion:** The Scarlet Devil Mansion is a mansion located on the edge of the Misty Lake. Currently populated by two vampires, a human maid, a witch, a youkai gatekeeper, a little devil and a whole lot of fairy maids. Soon, if all follows the main plot, they'll be adding a small army of hobgoblins to the domestic staff too.
7. **Palace of the Earth Spirits:** Located in Former Hell (don't worry, it's nicer than it sounds… mostly), the Palace of the Earth Spirits is a lonely mansion inhabited by Satori Komeiji and her pets.
8. **Free Choice:** You may pick any location inside Gensokyo to start.

Origins:

Any origin may function as a drop-in.

Hermit: Hermits are generally a strong ally of humanity, even those that have shed their humanity or never were humans in the first place. Hermits are explicitly Taoist religious leaders and you are likely to get dragged into the occasional religious conflicts between Taoists, Buddhists and Shintoists.

Shrine Maiden: You serve the many gods of Gensokyo, appeasing them to keep them benevolent protectors of humans in a world full of dangers. As a shrine maiden, you are a Shintoist and are likely to get dragged into the occasional religious conflicts with Taoists and Buddhists.

Magician: Though you may not yet have discovered the secret to suspending your aging, you're a student of magic and likely to discover it soon enough. As magic here is effectively a science, you can turn your theoretical knowledge of magic to hard deeds – but do note that all the good magic requires spell components.

Bibliophile: You're a lover of books, a collector perhaps, or a librarian. Either way, you've managed to amass a tremendous quantity of knowledge. Knowledge is, after all, power, and information can be more valuable than gold. There are people who would go to great lengths to seize – or destroy – valuable books, especially the magical books that can contain great power.

Writer: Maybe you're a journalist, or maybe you write works of fiction. Either way, you have a long list of literary works to your name and have turned writing into its own job. This is a more dangerous career than it seems, for the information war rages on in the shadows of Gensokyo. While naturally nobody is likely to get hurt, the goal (control over the Human Village), means that those whose works are consumed by a great number of people are likely to be targeted for manipulation.

Afterlife Specialist: Perhaps you're a shinigami, a yama, kasha or other person whose duty brings them close to the souls of the departed. In any case, you're closely affiliated with the cycle of life and death, and part of your job is likely ensuring those who seek immortality are… corrected and prevented from violating the cycle of life and death further.

Medicine Seller: You're big in the drug trade. You're likely affiliated with the (former) Lunarians in Eintei. Your duty puts you quite close to humanity, and the youkai here have continually resembled humans more and more with every passing year.

Sage: You're one of the Sages of Gensokyo, the mysterious fourth member or perhaps a new fifth one. In ages back you were responsible for creating Gensokyo itself, and while the sages faded into obscurity afterwards, they now have begun to return.

Perks:

General:

Spell Cards (free): The Spell Card system was invented to ensure that youkai and humans could fight each other in a non-lethal way and on relatively even ground. Under a spell card duel, all attacks are toned down to non-lethal levels, and the ability to fire an aesthetically pleasing barrage of bullets in all directions is prized over creating undodgeable attacks or invulnerability (which are banned anyway). Accordingly, you too can tone any of your abilities down as low as simply performing pretty light shows, and as your artistic skills improve so will the beauty of your spell card attacks.

The Music of Gensokyo (free): Did you know that somehow ZUN's music manages to cross the barrier (and naturally, the Touhous love it)? You can carry this music around with you somehow. Should you not like ZUN and his ZUNpets you can instead choose to have fan-music following you around. Or if that's not to your taste either, you can have the… music of the punk rockers Kyouko and Mystia.

Gensokyo's Power Source (Free/-100): If there's one thing everyone (except Sanae and Sumireko) loves, it's drinking. For free you can easily keep up with most of the girls here, which is far in excess of what most people in the modern world drink. For 100 CP, you could drink an Oni under the table with your alcoholic skills alone. Purchasing either level renders you immune to the effects of long-term alcohol consumption even at frighteningly unhealthy doses. Liver cirrhosis? Cancer? Impotence? Brain damage? Not a problem that last one would explain a lot though. At most you'll just rack up embarrassing drunken memories.

There's Very Little Monster in These Monsters (Free/-100): All reasonably intelligent (at or above the intelligence of a small human child) supernatural creatures here have an alternate humanoid form they spend most of their lives in. Though for most of them, they'll have some noticeably non-human feature, such as animal ears, inhuman eyes, or even a shadow that reflects their true nature. This is free for the duration of this jump, as it is an inherent part of the setting, and costs 100 CP to take with you into future jumps.

Cute Girls (free/-50): Nobody in these mangas are anything but cute, and by taking this perk you share this same trait. For free, all minor traits that would detract from your appearance (including blemishes, bodily hair and especially armpit hair) are cleared up. For 50 CP, in addition to this you're extremely beautiful, certainly enough to turn heads, and additionally you may have minor aesthetic traits not seen in nature, such as unusually coloured eyes, hair, even naturally multi-toned hair.

The Fear of the Unknown (-100): It is a fact of life here that mythical creatures, from urban legends to ancient monsters, become real. If you like these metaphysics so much, by purchasing this perk you are permitted to take this trait with you, and in every new jump you may select at the start of it whether or not mythical beings shall become real as long as at least a small village worth of people believe or fear them. All of them, by the way, from urban legends to ancient monsters, will start popping into existence if people fear and believe in them enough, and slowly fade out of existence when nobody fears them any longer. Even the fear of the unknown and unknowable will cause a youkai specific to that fear to emerge. Perhaps you could turn this to your advantage?

Sweeping for Fun (-100): You are very good at basic domestic chores such as cleaning, which you perform quickly and efficiently. Despite it being a repetitive, dull task for most people, you find such chores to be surprisingly fun. You could certainly spend a whole day doing nothing but sweeping and still finish the day satisfied.

Golden Touch (-200): Like Reimu's business competitors, and distinctly *unlike* Reimu, you can turn any business venture into a profit. You know exactly how to corner a market and how to capitalise on each new business opportunity. Any business you run will almost certainly be in the black, barring unforeseeable complications such as extreme weather, other natural disasters, acts of divinity, and troublesome youkai.

Racial Perks:

Human:

Village Life (-100): You're exceptionally skilled at a trade that would be found in pre-industrial Japan, as if you'd spent a whole lifetime in it. Perhaps you are a fisherman, a cook, lacquerware maker, printer, blacksmith, or some other trade from roughly to the Edo period. You may purchase this multiple times – humans have every purchase after the first cost 50 CP instead of free – to cover multiple different trades.

Party Specialist (-200): For some reason, the humans are always the ones who end up organizing the many, many parties held here. Fortunately, you are very, very good at preparing parties. You can efficiently multitask to keep multiple pots boiling and cooking just right and produce very well-made food at the end for dozens of people at once. You can turn even cheap ingredients you dug up in your backyard into a decent dish – perfect for a host on a budget – but if you choose to splurge and find more expensive goods like lots of meat and food from the Outside World, you'll find the party you host will be remembered for quite a while for its excellent food. A side benefit is, your name will always be first on the list of invites when people learn of your culinary ability, though you might also end up getting pressured to cook for every party since.

Fair Fighting (-400): Maybe they just think it's sporting, or maybe they just prefer the thrill of fighting to winning, but you will find that beings stronger than you will generally prefer to fight down on your level (or at least, how strong they think you are), instead of using their phenomenal power to crush you instantly. This does not inherently give you the ability to hurt *them* but does make it vastly more likely you'll be fighting on a level playing field. Obviously, for your entire stay here the girls will fight you exclusively with spell card battles as long as this perk qualifies.

Bizarre Bodyguards (-600): Humans are vital to Gensokyo's ecosystem. Without humanity, the youkai would inevitably die out, but at the same time, humanity is localised to a single village that remains vulnerable to sudden natural disasters. Thus, it falls to the youkai to protect these precious humans and keep them alive, though obviously without letting it be known they directly acted as it might cause humans to stop fearing them. You are safe from any and all natural disasters, from landslides to floods and hurricanes, as if perhaps some nature spirits were following you and protecting you from danger. Furthermore, spirits and gods and the like will go out of their way to keep you alive up to and including

directly intervening to protect you if you fall unconscious, though naturally they will definitely not if you directly oppose them and their aims.

God:

Highly Responsive to Prayers (-100): The gods of the Shinto faith can multiply indefinitely, each part as great as the whole, as long as they have a place to reside. You are immediately aware of prayers and supplications towards you, and should you choose you can create and send a de-facto copy of your spirit to willingly possess them, enabling someone to channel your own spiritual abilities, though this will also result in them taking on minor aspects of your personality. When they no longer need your aid, your spiritual copy shall simply return to the whole.

Drinking Is Like Worshipping (-200): You have a particularly easy time of gathering faith. Merely socialising and drinking with people, and not necessarily humans either as youkai and other such beings are similarly valid, will feed you a constant drip of faith that can easily power your abilities. Enough to stay a relevant power, though likely not a major god.

Body of the Kami (-400): You know how to make go-shintai that share your particular traits, including your perks and powers. It is effectively another place where your spirit resides – this will not cost you anything spiritual to create – and its abilities shall reflect that. Go-shintai can be anything consecrated to yourself, from simple purification wands to entire mountains. You yourself do not need to create them personally, a shrine maiden is trained in the correct rituals and you could teach others on your own.

Defender of Man (-600): Like the forgotten god of the Hakurei Shrine, you are particularly focused on harming youkai. Youkai who come in contact with you or your go-shintai will find their natural protections ineffective on top of the greatly increased damage you deal to them. A simple swing of a gohei might shatter one's skull in twain, simply bumping it against their magical constructs might make them explode into a torrent of black smoke. Lands you have blessed will repel youkai, as long as you have gathered enough faith youkai will be incapable of entering them. In future jumps this will work on all supernatural predators of humanity, but not supernatural creatures that do not actively prey on humans, such as fairies, or other monsters you wish to specifically exempt.

Youkai:

Fed by Fear (-100): You can replace all of your "needs" with fear or even just surprise, such as popping out behind a gravestone and shrieking at someone. Regularly terrifying or surprising people can entirely substitute your need for food or drink, though of course you can still drink and eat. You need not harm the people you feed off either, merely giving someone a good fright is enough to sate you for a week.

Syncretism (-200): You can permanently borrow the traits of mythical beings and the like you vaguely resemble, though this ability will only work on days those same creatures are active – which may be anything from all the time to certain days of the year. As an example, Kogasa was able to absorb the power of the one-eyed youkai and smith better metalwork than any human merely by having

heterochromia, though this only worked during kotoyouka. On any other day of the year she had no special ability at blacksmithing.

Mad Engineering (-400): Are you sure you're not a kappa? You're able to build any technology known to the Outside World such as hydroelectric dams, electric lightbulbs, observatories, hydroponics farms and weather prediction devices from minimal raw materials in a matter of days and have them exceptionally well built to boot. The downside is, this only works as long as you work from the heart – doing something as rational as creating blueprints or planning your works out in general spoils this effect. Finally, you can always design any technology you want to be completely waterproof; this helps when you're an aquatic species.

Elder Youkai (-600): You aren't a new kid on the block, no ma'am. You're likely more than a thousand years old and all your innate racial abilities have reached their peak. A kitsune youkai will have a full nine tails. So strong, in fact, you could easily win battles by complete accident, let alone seriously trying to fight. Furthermore, if your race has a natural weakness, you've come to suppress it. For example, an oni would no longer suffer a psychological compulsion to avoid roasted soybeans or be blistered by them and could happily snack on some without ill effects. As you are blatantly stronger than your peers, you will receive the respect-slash-fear your nature fully deserves by your fellow youkai. As a side benefit, the oldest youkai are universally incredibly polite, and you are always capable of couching anything from death threats to idle conversation in the politest possible terms without obscuring your meaning.

Fairy:

Fairy Dwelling (-100): You can somehow build a comfortable house inside features of nature such as trees, flowers, even soil, even if logically you could not fit inside it. Perhaps it's bigger on the inside, or perhaps you just shrink down. Additionally, your nature house will be extremely well disguised as just another part of nature. Non-fairies will have an extremely difficult time of trying to find your house.

Just A Prank Sis (-200): Any pranks and tricks you pull shall be free of negative consequences. Even detonating an oversized cartoon bomb in someone's face won't give them any more than a fine coating of soot and a jolly big surprise, and completely covering someone's yard in explosives to prank them when they go clean it up won't do anything worse than making a great big mess. Furthermore, any pranks you pull shall be surprisingly quickly forgiven – they may immediately retaliate against you (if they can catch you) but after that they will simply forgive (but not forget). After all, it's just what fairies do.

The Strongest Fairy (-400): You are The Strongest (fairy). Your natural fairy abilities have reached their peak. An ice fairy with this perk could freeze a whole lake over, a rain fairy could bring a fierce thunderstorm instead of a drizzle. It's recommended you don't go boasting about being the strongest unless you want to start something with the current (self-proclaimed) Strongest.

Fairy Immortality (-600): You can't die when you're surrounded by nature. Any attempt to kill you results in you quickly regenerating and resurrecting. Killing you away from nature makes you float away insubstantially on the wind to the next nearest strip of nature. However, if you cannot return to a place of nature by the next sunrise, you will die.

Origin Perks:

Hermit:

Too Trusted to be Doubted (-100): You're very good at bullshitting your way into being an accepted religious leader, even if you lack formal training or understanding of what religion you're pretending to be part of. You're also very good at glossing over any religious subject you don't know much about, or just switching conversation tracks so you don't accidentally expose just how little you really know about whatever faith you're pretending to be part of.

Lectures and Lessons (-100): Like a true preacher, you can rant for as long as you like about any topic! Does not make people listen to you though. In fact, abusing this perk might just cause people to tune out of whatever you're yelling about. But you can certainly play the part of religious leader; no matter what as long as you wish to rant you'll always find more words to say.

Always a Way Out (-200): No hermit ever lives a long life without being exceptionally good at dodging assassination attempts from the kishin chiefs of Hell. There's no such thing as a certain kill attack for you – there'll always be a way to escape even the tightest, most carefully prepared assassination attempt. It will always be *possible* for you, even if it won't be the easiest thing in the world. You merely have to look, and you will find it.

Instil Discipline (-200): You're a master at brutal "training" that can whip even a lazy, selfish, slovenly, and stupid shrine maiden into acting like a respectable member of the community… briefly. For most people, the lesson will stick, and they shall go about their lives with new, hermit-like self-discipline and devotion to hard work. Only those who are utterly intractably lazy and full of worldly desire will eventually lapse back into their old ways.

Animism (-400): You seem to be totally in tune with the animals of the world. Natural animals instinctively obey your orders, even supernatural ones and youkai will feel drawn to obeying you. They won't inherently accept blatantly suicidal orders, but in general they'd need a very good reason to defy your orders, especially if you phrase commands in a reasonable manner. Furthermore, you know both how to uplift animals into youkai or prevent animals becoming them in the first place. You could use this to direct an animal that was nearing turning into a dangerous youkai into turning into a protector spirit or vice-versa.

Leader of the Faith (-400): Hermits are very serious bigwigs among Taoists – technically a hermit outranks both Buddhist monks and Shinto shrine maidens. For this reason, you'll find yourself given the theological respect your position deserves. Members of your religion will automatically defer to you on any religious matters, while those of other religions will treat you with the respect given to a venerable and important sage, even if they disagree with your religion.

Chosen of Heaven (-600): You're not a hermit any more, you're a Celestial – to hermits what hermits are to mortals. You can tame any animal with a touch, fly if you already could not, and ride clouds. Your body is poison to youkai and evil spirits, who know this and will not try to prey on you like hermits. You are also always welcome in any local equivalent of Heaven unless you go out of your way to cause trouble and steal people's food.

Cast into Hell (-600): You have a particular ability to send someone you don't like spiritually into Hell. While they're in Avici – the ninth layer of Buddhist Hell – their body will be comatose and helpless while their spirit wanders amidst infinite blackness where they shall be unable to touch, see, nor starve or die. Until, of course, they find a way out. For ordinary people, they shall be stuck here until their sentence is carried out – billions upon billions of years – though those of vast power or ability may find quicker ways out.

Shrine Maiden:

Supernatural Senses (-100): You have a "sixth sense" of the supernatural, able to sense the auras of supernatural creatures and magic. This works via sight and allows you to see magical and youkai auras around people who use magic or are being corrupted by youkai, and also spot youkai if they aren't able to hide their own auras.

Magic Charms (-100): You can make ofuda with a variety of uses – sealing creatures away or just hurting youkai in general. Sealing ofuda can hold someone paralyzed in place or lock away spirits harmlessly inside inanimate objects. Ones designed to hurt youkai will sting quite a great deal and potentially destroy them with repeated applications. Though for all their utility, they're still pieces of paper, and while creatures cannot normally damage ofuda that affect them unless they are very strong, ofuda are noticeably weak to wind and rain. In time you may learn how to craft others based off myths about shrine maidens.

Large Attendance (-200): You don't need to follow any actual inscriptions on any charms – you can write gibberish on your ofuda and they'll still work just fine. What matters is the intent behind them when you write them, and of course you need to be capable of crafting it normally in the first place for this perk to work. You still may want a way to differentiate between ofuda types even if you can just quickly scribble gibberish on a piece of paper.

True Evocation Requires Thought (-200): With a thought you can conjure up divine spirits through some sort of focus such as a Ouija board and ask them questions, though the answers you get will heavily depend on the kind of spirit you manage to call. A rat spirit may only be able to answer questions about whose house has spoiled food, but one of childbirth may even be able to tell you which ways a child will develop and its natural aptitudes.

Backyard Nuclear Fusion (-400): Gensokyo is home to many things that have since died in the Outside World, including scientific theories. You can take advantage of this to treat any discredited scientific theory as true, but only for producing technology of your own. For instance, should you wish to revive a dead and disproved theory to create a nuclear fusion reactor, you will somehow manage to get it working even when it goes against established modern-day science.

Pillar of the Community (-400): A shrine maiden in Gensokyo is a protector of humanity, and spiritual backbone of the human village. Supposed to be, anyway. You'll find that even without putting any effort in yourself, people will be drawn to you when they have problems you are capable of solving, from youkai infestations to simply spiritual guidance in times of crisis. You can disable this effect if you do not wish to be bothered by people.

Fantasy Seal (-600): You have great aptitude when it comes to creating barriers, sealing, and undoing those seals yourself. What this means is that anything, no matter how strong, can be sealed away by you. Even when you encounter the supposedly "invulnerable" and "unsealable" you will always be able to find a hidden gap, a secret weakness, that makes them vulnerable to your sealing.
Breaking seals can be a fiddly, fine process to do if you want to preserve whatever object was used as the sealing instrument, though if you don't care about that you can always simply brute force it to instantly annihilate the seal. To be able to break any seal, no matter how powerful, is your "cheat skill".

Divine Vessel (-600): You are highly skilled at calling down any and all gods into your body, enabling you to call upon their powers at-will, though dependent on their opinions of you and willingness to assist. From summoning the flames of Atago that are hot enough to burn anything away, to travelling the stars in a homemade rocket with nothing more than the blessings of the Sumiyoshi gods, these abilities are as broad and powerful as the local divinities themselves are and not a drop more or less. You are additionally skilled at making friends with the local divinities and performing rituals to appeasing them, making them far more willing to lend you their powers.

Magician:

Magic (-100): You have a general grasp of how magic works in this world. Unfortunately, any serious magical spells need ingredients, such as mushrooms, or scales containing the condensed essence of the Water Dragon's power. While with the right items and fuels, turning a mountain to ash would a simple feat, without any you will find yourself unable to muster up more than a refreshing, cool breeze. For this reason, a magician who is caught unprepared is relatively easy to defeat however strong they are after careful preparation.

Master Baiter (-100): Whether it's a snide comment that really gets under their skin or just hurling a bucket of water on someone trying to have a nice lunch, you always know what to say or do to really rile someone up. Starting arguments or fights will be simple for you, as will causing trouble for your own amusement.

Acquired Poison Immunity (-200): Magic here requires a great deal of common ingredients, but many of these are often strongly poisonous. Many a witch will end up suffering a sickly constitution and long-term health issues simply from chronic exposure to dangerous chemicals. Fortunately, you've managed to accidentally (or not) poison yourself so many times you've built up an immunity to poison. Note this only works on poisons you can build a resistance to by regularly dosing yourself, some (such as arsenic or mercury) you cannot build resistance to no matter how many times you accidentally poison yourself, and thus this perk will not protect you against them. Still, you can chow down on as much narcissus or death cap mushrooms as you wish! But please remember that not everyone shares your immunity before you start working them into dishes.

Eagle Eyed (-200): You've got a very sharp eye for small details, like the glint of a valuable object amidst a snowdrift. You could certainly pick out the most (apparently) valuable item in a trash heap. This is an invaluable skill should you wish to hunt for rare items that can only be found in nature, quickly scan through someone's house to find which items are the most valuable, or just spot minor details in nature.

Borrowing Forever (-400): With a simple catchphrase "I'll be borrowing these!", you seem to be able to simply walk on out with someone's precious things. They might come back for it immediately afterwards but the brazen cheek of simply walking in and stealing right in front of someone's eye seems to stun them enough for you to make a getaway. Also be careful, for this does not work on everything. Items a person holds above all other treasures *will* be fought over. Sneak in at night for those.

Give Me My Books Back (-400): You're very possessive of your stuff, aren't you? Anyway, when you know someone has taken something that belongs to you, you are very good at getting it back. You can quickly guess the most likely suspect and her location, enabling you to track down whoever has it. And when you corner the thief, you're also very good at subtly and not so subtly "convincing" them to return your stuff.

Power Studying (-600): You too are capable of learning ways to copy the natural abilities of your enemies, though you can never exactly copy abilities you lack the physical equipment to perform. Fortunately, you are equally skilled at designing workarounds for your lack of bodily support; should you wish to ape fire breath you will never breathe fire yourself but will certainly find ways to project something similar outside your body, perhaps by turning a magical focus into a flamethrower.

Scientific Magic (-600): Magicians in Gensokyo are similar to scientists in the outside world. Magic is conducted through trial and error, when one magician makes a breakthrough others find it relatively easy to copy it. This includes you; for you can easily find ways to duplicate any spell you know exists, even translating it from different magic systems into ones you know. This includes magic to extend your life indefinitely, and indeed is part of why in recent years mages have achieved immortality younger than ever before.

Bibliophile:

I Read About Them Before (-100): Your knowledge of youkai is vast, from all the books on youkai you've read. You have a general grasp of all youkai except the most exceedingly unknown ones who have faded out of memory. From your long studies you understand their psychologies, such as how to chase them away and keep yourself safe from their attacks.

Real and Fake (-100): You've steeped yourself in supernatural energies for so long you can, at a glance, tell the difference between real supernatural texts and fake ones as well as read the energies and emotions in a text, learning exactly how someone was feeling when they wrote something. You could, for instance, tell from a stack of letters which ones were written with love, growing desperation or despair.

Fearless Fool (-200): You are completely fearless, unable to be phased by anything from dangerous weather to sitting in the same room as a dangerous man-eating predator. You can calmly have conversations with those very same man-eating youkai without the slightest discomfort. This is not always a good idea though – understand that the fear response exists for a reason.

Bibliophilic Luck (-200): You have an unusual knack for picking up rare books, books of magical knowledge, and dangerous books infested by youkai or evil spirits. Many of these books here will offer invaluable guidance should you wish to learn magic, study youkai for their strengths and weaknesses,

as well as protecting yourself against common supernatural pests. Does not come with any inherent ability to store them safely, so you might want to fix that – these books are occasionally known to come alive if stored around too much youkai energies.

Neutral Ground (-400): Property you own seems to inevitably become a neutral ground of sorts, where all manner of monsters will come to peddle their business and assert their own influence, even if they're the kind to normally terrorise people. This also means you'll continue picking up patrons from all backgrounds, as supernatural creatures are suddenly willing to stop over at your place even if they'd normally be chased out of town by an angry mob. Though in the last case, they'll probably come in disguise.

Release a Youkai to Stop a Youkai (-400): You have a good grasp at the old art of summoning a bigger threat to deal with a minor one. This will not backfire on you personally, and though whatever it was you released might go rampage elsewhere somehow events will conspire to prevent you coming into risk from your very bad idea. Fortunately, the bigger threat you released will simply overlook you and go rampage somewhere else. Unless you deliberately provoke it, but why would you do that?

Corruption Resistance (-600): You are seemingly immune to the corruptive effects of dark powers, unless you deliberately embrace them. You could keep a notoriously potent, corruptive youkai text unprotected inside a library for years and not be affected by it right up until you deliberately give in to it. You will not be twisted into a new form or mentally affected by the powerful and dangerous powers that you flirt with, again unless you deliberately embrace them.

Forbidden Patron (-600): You've picked up a… powerful person who only wants the very best for you. Honest. They're one of the most powerful people in your current setting, likely far beyond your personal strength, and they're personally invested in you not dying. It's unlikely they'll *directly* intervene unless you're teetering on the edge of perishing, but they will always show up to bail your ass out of the fireplace, likely by subtly manipulating events to ensure you survive. On the other hand, should you directly oppose them, they're likely to simply leave you to your fate, if they cannot manipulate you away from trying to stop them.

Writer:

Cultural Translation (-100): Many novels from the Outside World are not received well in Gensokyo. It's simple, really, they rely on scientific concepts that aren't well known inside and tend to assume the supernatural doesn't exist when in here it most assuredly does. Fortunately, you are very good at taking classical old stories and culturally translating them into a very different society while retaining the same level of quality and engagement a good story needs.

One Hundred Ghost Stories for Humans and Youkai (-100): You have an endless supply of creepy ghost stories that are guaranteed to cross cultural barriers and spook everyone. You would be the centre of a ghost story party if you chose to attend, as you could easily entertain and scare everyone who comes along regardless of whether they think like a person or a youkai.

Excellent Author (-200): Not only are you capable of writing, you're capable of writing *extremely well*. Well enough to make people end up pulling all-nighters just to keep up to date on your latest literary

work. You're able to write quickly, cleanly, and most importantly, keep motivated to finish your work. You could take Gensokyo by storm if you turned your ability to writing fiction.

Moonlighting as a Fiction Author (-200): You are pretty good at hiding your identity when writing, perhaps if you wished to write fiction without compromising your status as an acceptable and well-known authority figure on non-fiction or perhaps an aristocrat above petty things like working for a living. Word on who you are shall not get out, unless you start pining for people to give you reviews of your story and tell them directly that you are the mysterious author.

Child of Miare (-400): If you die with your soul intact, rather than simply ending your chain there you can choose instead of work for the Yama (the judges of the dead) for a period of time, never less than a century and rarely more than a hundred and fifty years, after which your soul will be sent back through the reincarnation cycle. This perk would be fairly useless on its own – few jumps last a hundred or so years – without the other two benefits of being a Child of Miare. Firstly, you have perfect memory and can remember not only everything that has happened in your life, but also everything every prior incarnation of yourself knows. In every new jump, you will have the memories of eight previous lives in the world as a mundane human of around thirty years each, where you attempted to gather and record as much information on the world as possible. This would give you a wealth of knowledge over the past thousand years of existence of the world and its inhabitants, one you could easily turn to your own ends.

Gensokyo's Foremost Expert (-400): You must have built quite the reputation as a respectable source of wisdom. Your words are generally immediately trusted, people believe you to be a wise and learned scholar and as long as you don't actively try to break this impression, they're very likely to take anything you say at face value as long as you personally say it to them. This does not work through the written word, however, only that which you directly say to them.

Controlling the Flow (-600): You control the flow of information. Whether through your newspapers, a "social network" of tsukumogami or some other way to spread information through the masses, you'll find masses of people will believe anything you want them to – as long as you try and spread it through the masses (as opposed to simply talking to someone about it) – your ideas will quickly become dominant. Some people will hold out, as they always do, but the majority will believe the ideas you wish to spread. Exploiting this power can trash the reputation of youkai and prominent citizens alike, spread panic or fear or just get everyone buying your books. You'd make an excellent ~~state propagandist~~ journalist with this. This has a darker side too; you could eradicate entire races of youkai by convincing people not to believe them, or if you were to spread panic and fear about a new monster you may even find it begin to materialise.

Fortune Telling (-600): You have a particular talent with divination. You deftly weave magic into your techniques, making the things you predict invariably accurate. Your gaze can easily pierce nebulous conspiracies and the veil of the world to find hidden truths and expose all kinds of secret conspiracies. Be careful what you look for, you may find something far worse than you believed. Of course, you are protected from going mad from anything you see, but you may still find disturbing and upsetting truths. Your mastery also comes with the ability to easily teach other people these same fortune telling techniques – even when written down in a book your guides are simple to follow.

Afterlife Specialist:

The Greatest Slacker of Them All (-100): You're incredibly skilled at finding places to hide from your responsibilities, indeed you're one of the best at the subtle art of goofing off instead of working. It will be very hard for your superiors to pin down exactly where you are and why you're not fulfilling your quotas. May cause problems for you down the line, as slacking usually does, but why worry when the life is good?

Death Is Brightly Coloured (-100): You're able to take the darkest, edgiest of topics and somehow end up turning them into something cute. Even if you were to design the uniform of a shinigami you can end up with something highly cheery and colourful, but no less obviously associated with the grave. Just because you work with the dead is no reason to neglect fashion.

Breaking and Entering (-200): A shinigami would be the worst at their job if a simple barrier could keep them out. You can easily sense secret worlds and follow secret paths into them, ones their creator doubtlessly thought proof against lesser creatures. Should someone try to bar any entrance, you are more than capable of straight up breaking in, though whether you will need brute force or more creative thinking will depend on the kind of obstacle you're up against. This works on mundane barriers as well as supernatural ones.

Death's Notes (-200): Through your eyes, you can see the exact lifespan left in someone's body, until they would naturally die of old age. This gives no result for those who are naturally immortal, such as Celestials. You can give someone this ability too, by trading half their lifespan, if you wish to share it.

The Call of the Void (-400): All that lives fears death. You can call up this ancient fear and weaponize it, in all likelihood quickly subduing all but those who are utterly incapable of fearing the grave. Both shinigami and the kishin chiefs of Hell are known to use this against their main targets – mortals who extended their lives to unnatural lengths – ensuring those mortals whose fear of death drove them to life extension offer little resistance in the end, as fear and panic strip them of their ability to resist you.

Insightful Gaze (-400): You have a particular talent of seeing through attempts to fool you and magical deception. You can easily see through lies, including magical illusions designed to make someone seem like something else, though you can only recognise that someone lied and not the whole truth without a bit of investigative work. Spotting an oni disguised as a hermit is a trivial exercise for you.

Reap the Eternal (-600): Many who defy the cycle of life and death manage to trick themselves into believing they're eternal. You will cure them of their delusions. You're very good at quickly finding ways to kill all immortals except for those who are immortal from effects on par with the Hourai Elixir, and in time you may even discover ways to destroy them too. Whether setting up an elaborate trap designed to kill them or challenging them personally to battle, you can find ways to ensure they die. Nothing lives forever and you can prove this.

Gaze of the Yama (-600): It falls to the judges of the dead to know their misdeeds. At a glance, you know every sin someone has ever committed, whether against any objective morality system or your personal morals. Every dark secret will be known to you, every single failed temptation, every single thing barring them from reaching Nirvana. You may disable this if you do not wish to learn, of course. None may hide from the gaze of the Yama.

Medicine Seller:

Just an Ordinary Human (-100): You're skilled at hiding your blatantly inhuman features behind clothing, hats and other disguises, and people will simply overlook that which cannot be hidden (such as glowing bright red eyes and huge rabbit ears that can't effectively be hidden by a conical hat). Only practiced youkai-hunters are likely to realise what you really are.

Leg It (-100): You're very quick on the draw, able to suddenly shoot off at a moment's notice (such as a particular troublemaking witch appearing behind you). This doesn't make you any faster than you'd other wise be, but it does vastly improve your reaction time when you need to make a quick escape. Sometimes that's all you need.

Punishment Time (-200): You're adept at maximising pain without causing injury. Beatings, ear pulling, you can perform them all without leaving an obvious mark or anything beyond terrible, terrible memories. Very handy for keeping disobedient rabbits focused on your orders.

Just Business (-200): You're easily capable of shutting off your own sense of morality and ethics to do things that would shock and offend others, such as selling your own kind into servitude knowing they'll end up suffering for it or just running scams against everyone you meet. Though this does not affect how *other* people will react to your dealings, you can easily perform dark deeds in search of a quick profit, all without a troublesome conscience objecting to you.

Rabbit's Foot (-400): You're constantly blessed with good luck; things you try to do seem to constantly line up and go your way. The dice always seem to fall the best possible way for you. It does not let you do the impossible but makes the beneficial improbable almost certain.

Drug Dealer (-400): You can easily sell ~~shady new~~ drugs, medicines, and even rodent repelling cat statues. You know how to make a good sales pitch and get people lining up to buy your unproven goods, and even these goods not actually doing anything won't affect how well you can sell them to people. You wouldn't use this perk to scam someone, would you?

Understand Lunarian Science (-600): You have a comprehensive knowledge of Lunarian science, the same scientific technology that built a post-scarcity immortal utopia on the moon. You can integrate this technology into things you build, such as making something that can run without any need for a power source, somehow drawing power from the moon itself.

Brain of the Moon (-600): Did you study under Eirin? Like her, you can make a drug to perfectly cure any possible disease, make drugs that could manipulate the Dream World, and likely produce even more fantastical effects. This does have a few limitations, you cannot create a drug that does the impossible, you can't cure something you do not know or understand, and you cannot make drugs without base ingredients. Perhaps if you found someone who could manipulate eternity itself you could even replicate the Hourai Elixir. This does not come with any raw materials, but you will also find ways to substitute the raw materials of other worlds for anything you could have found here.

Sage:

Talking in Riddles (-100): You're irritatingly good at speaking in vague, confusing terms whenever you want to hide information or just annoy someone. You could say a whole lot of nothing if you really tried, couch important information amidst smoke and mirrors, and even tell the technical truth in an entirely misleading way. The truly perceptive may still see through your words, but you could run verbal rings around lesser folk.

Sagely Bearing (-100): One could hardly be a sage without seeming to possess great wisdom. You have an aura of wisdom around you, which you may choose to be either the air of someone who knows a great deal, or someone who knows *far too much*. Either way, people will tend to assume your choice about you the first time you meet.

Dreaded (-200): You are very, very good at inspiring pure dread in people. Most normal people will have a twinge of fear when dealing with you, enough to know they really shouldn't mess with you without very, very good reason. Even when you come across the supposedly "fearless", and those who have been exposed to you so long they've become desensitized to you, you're very skilled at finding new ways to terrify them.

A Barrier of Perspective (-200): You have an extensive understanding of the arts required to create Gensokyo in the first place. Gensokyo's boundary works off of perspective – one could travel between two similar barriers (such as between Gensokyo and the Lunar Capital) without ever leaving Gensokyo, but at the same time if they were to ever try to fly to the edges they'd "see" themselves travelling great distances while not actually moving at all, only discovering how little they moved when they turn around. You could use this easily to craft your own sealed dimensions.

Benefits of a Spy Network (-400): You may not be omniscient, but you are the next best thing. You know everything that goes on within any relatively densely populated centre (more than a dozen people), due to you picking up almost reflexively a constant supply of youkai spies who can feed you constant information on everything they can perceive happening. You can direct them to search for specific information (such as "find me humans who might start causing trouble) or you can simply let them report on anything interesting they find. Either way, you'll quickly amass a tremendous quantity of information on everything happening in your local world.

Youkaimatic Immunity (-400): Somehow, you're manipulative enough to get away with causing a tremendous amount of trouble. You could easily manipulate events to trigger another incident and not only get off scot-free but blatantly benefit from the whole event, and people will simply shrug it off as long as nobody died, no matter how much chaos you brought about anyway. This is doubly effective if your planning ultimately benefitted everyone – such as saving the life of someone teetering on the edge of corruption and death – you'll find people will simply accept it had to be done and not pursue you further

All According to Plan (-600): Your planning skills equal Yukari's herself. Double-triple bluffs are simple to you. Even those of genius intellect are likely to fall for your subtle manipulations, accidentally fall for your traps. You are also extremely skilled at swallowing your pride and lulling people into a false sense of security, making them believe they've triumphed over you when in actuality you achieved everything you set out to do. You could even spend most of your time asleep, only interacting with

the world for a few minutes at a time, and still win against lesser intellects. When you do everything right, nobody will know you've done anything at all. Do be warned, it's entirely possible with this skill to run so many concurrent successful plots you might just lose track of just how many you're running.

Creating Spirits (-600): Creating new youkai is a trivial task for you, even ones for ideas that have yet to exist, though you utterly lack any inherent control over them. You could easily flood Gensokyo with new youkai and throw the lands into chaos if you really wanted to. This is by far the most feared of Okina's true abilities, as it threatens the delicate power balance of Gensokyo. You can also change what, exactly, these new youkai need to survive – creating youkai that draw from your own power instead of fear, for instance.

Powers:

You gain an additional 400 CP to spend in this power section only.

Flight (Free): You can fly, a power that is nigh-universal in Gensokyo. Flying as fast as you can walk is simple, and you can push yourself to fly faster, up to how fast you can run, which will tire you proportionately.

Bibliophile's Discerning Eyes (-100): You can read anything no matter what language it's written in. This does not come with the ability to write in that language, but you can read it if it's a language at all. Including dead and forgotten languages – an invaluable skill if you wish to do serious historical research – but not encoded texts.

Hoarder's Eyes (-100): You know the name and function of any object just by looking at it. Only that, however, and the function is rather abridged, giving you a fairly brief overview of exactly what it does and nothing beyond that. You should probably try not to make any more assumptions beyond that.

Gensokyo's Computers (-200): You can turn consenting beings into shikigami. They become increasingly strong the more they act in concert you're your will, though they do not gain new powers and only become stronger with their existing abilities. Shikigami are weak to water and getting hit with water causes them to short out, reverting them back into the base creature temporarily. They also almost invariably are excellent at mathematical equations.

Making Holes (-200): You can create a hole in any physical barrier, such as walls and even the ground if you wished to travel underground. Holes you make can travel any distance, the only limitation being they must be between two places. They may be any diameter, though ones smaller than you will likely not be very useful. You could also use this to make someone fall into a deep hole if you want to be mean.

Four Seasons of Life (-400, discounted with Creating Spirits): You have control over life force. You could manipulate the four seasons, bringing summer, winter, autumn or spring as you desire, open doors on the backs of creatures which leads into a private realm where you can send life energy to any door you wish no matter the distance in the real world, and awaken inanimate objects and turn them into living creatures by creating doors on their backs and pouring life energy into it.

Wind God (-400): You control the winds, from producing hurricane-force air currents to dispersing similar forces. You could level a city if you really exerted yourself, or more productively prevent it from

being levelled by hurricane-force winds, tornadoes, and similar disasters. You can also easily listen to words carried on the wind, a useful ability should you wish to ~~spy~~ gather information.

Lunatic Eyes (-400): You can manipulate all kinds of waves, from light and sound waves to brain waves. By manipulating light, you could turn yourself invisible or create seemingly endless illusory mazes. By manipulating sound, you could make someone hear anything at all. And by manipulating brain waves you could drive someone insane, or just hypnotize them into buying your stuff.

Pandemonium (-400): You can manipulate density, and everything related to density. By decreasing density, you could turn a mountain to sand, even turn yourself into a mist that covers all Gensokyo at once, or travel as a violent and largely untouchable fog (you can still hurt people, but being a fog makes it hard to affect you at all), or just grow extremely large. By increasing density, you could even collapse something into a miniature black hole (and by decreasing density, restore it) or shrink yourself and other items.

Luna Dial (-600): You have some serious power over time and space itself. Through manipulating time, you can speed yourself up relative to everything else, enabling you to act far, far faster than any human could react, or turn it towards mundane uses such as quickly aging fine wines. By manipulating space, you can turn one projectile into dozens. The two things you cannot do is stop time, you may only slow time itself down enough to make it *look* like time is stopped, and you cannot reverse time either. Within these constraints, you have a tremendous amount of versatility.

Fantasy Nature (-600): You have the ability to float away from reality itself, a power truly suited for one who lives idly and drifts around. When you activate this power, you become intangible indefinitely, with nothing mundane or magical able to directly affect you, and you can simply phase through anything or float around to wherever you desire. The one disadvantage of this power is in your total intangibility, as being intangible means that you cannot interact with the world even to attack without returning to reality.

Trinitarian Rhapsody (-600): You have the ability to be in three places at once. You may divide yourself up between three bodies, each at full strength and each existing in a different dimension simultaneously while your "core" personality continues to act in your original body. With this, you could act simultaneously in Hell, Gensokyo and on the Moon or within the Dream World, as an example. Each body may have minor aesthetic differences to tell them apart, if you wish. You may, at any point, switch places between any of your three bodies; should you get injured, for example, you may instantly switch places with an uninjured body to continue fighting at peak efficiency.

Ghost Lead (-800): You have the ability to invite death into someone's body with a thought. This will, under most circumstances, cause them to instantaneously die. Only those who've achieved something similar to Hourai immortality can avoid death through this, and your power will not affect them at all. Additionally, you must be able to perceive them somehow to use this ability, and it gives no extra sensory abilities. As a side benefit, you can always choose to instantly and painlessly kill yourself, if you want to. Despite the ease of use of this ability, you will not use it through sudden intrusive thoughts or other accidents.

Boundary of Reality (-1000): You have complete control over all boundaries, such as between distances, night and day, even relatively abstract ideas. You can see into every dimension

simultaneously without being affected from information overload. By manipulating the boundary between night and day you could easily create a night that lasts forever. By manipulating the boundary between dimensions, you could travel between Gensokyo and the Outside World, Heaven, Hell or to similar alternate dimensions. By manipulating the boundary of distances, you could travel anywhere easily, including to other planets. Nor do you need to target yourself; you can open (ominous-looking) gaps anywhere you could affect your power or manipulate the boundaries of nearly anything you can perceive. This power's real limits are your imagination.

Custom Power (varies): Very, very few people have identical powers in Gensokyo. Accordingly, you may freely design a power using the above powers as a guide when determining its price and effects. As a general guideline, 800 CP powers are either extremely strong or extremely broad, while 1000 CP powers are both.

Items:

General Items:

You receive a bonus 400 CP to spend in the items section only. Lost, destroyed and used items respawn monthly unless otherwise specified.

Silly Hats and Frilly Dresses (free): You have a wardrobe full, at least half a dozen variants, of frilly clothes for all weather and a suitably impressive head ornament to go with them. The hat is not optional.

Great Big Melons (-50): You have half a dozen pairs of large, juicy melons, kept forever at the perfect temperature to touch. You should try sharing your melons with the ladies, they love chilled melons, especially on a hot summer's day. Alternatively, they're cucumbers, a well-known favourite of kappa.

Party Supplies (-50/-100): You have an effectively unlimited supply of food and drink fit for hosting large parties. For 50 CP, it's a decent fare, mostly vegetables, tea and some fish. Not enough to be a memorable party but certainly enough to host a decent enough one by the local standards. For 100 CP, it's a much heartier fare, full of lots of different kinds of meats and valuable drinks, a pretty expensive party by the standards of the Outside World, let alone the relatively backwards Gensokyo. Be warned: showing off that you can regularly produce this kind of feast may result in you getting volunteered to host a lot of parties in the future.

Leaves (-50): You have a hundred high quality leaves. From a tree. Like a Kitsune or Tanuki, you can turn each one of these into any currency you desire, although they'll change back in a couple hours. Please do not stuff Reimu's box with leaves, she hates that.

Beautiful Trees (-50): You have a small orchard of a dozen trees, perhaps plum or cherry trees. Every year, in addition to producing fruits, they flower in an exceptionally beautiful manner, making it the perfect place to host flower viewing parties. Other than that, they're mundane trees.

Outside World Goods (-50): You can freely pick any formerly common but largely forgotten good from the Outside World to have floated across the Great Hakurei Barrier, such as a Gameboy, old (but still drinkable) soft drinks, or a laptop. Note that many goods, such as phones, will be useless here on

account of the general lack of electricity and telecommunications tech. Still, plenty of people like to collect or trade for them and they're a nice conversation starter. This also includes rare foods, perhaps because they've fallen out of public favour or because the original creature is (nigh)-extinct.

Mushrooms? (-50): You have bundles and bundles of all kinds of mushrooms, from the rare to the common, poisonous to mundane. You never seem to run out of mushrooms, no matter how many you eat or use. You even have some mushrooms that aren't deadly, and only cause incapacitation upon consumption that also look exactly like dumplings. Try not to get them mixed up.

50,000 Yen (-50, first purchase free): Every purchase of this gives you 50,000 yen a month, a fairly small sum though still far more than a certain shrine maiden can expect to see. Somehow, it's always in Japanese currency, perhaps it floated across the boundary?

Hourai Elixir (-1000): One dose, three sips, of Hourai elixir per-jump or every ten years, whichever one comes first. You may drink it yourself or give it to others. The first sip prevents you from aging, the second sip makes you immune to illness, and the third makes you deathless. Your soul is preserved for eternity at the moment of the third sip, and no ordinary force is capable of affecting it. Even abilities to kill anything simply slide off you, as the wielder finds they can neither target you not cause you to die. Your body is like a temporary vessel for your soul; if it is harmed or destroyed utterly your soul shall simply instantly regenerate a new one. Your body does not lose any sensation though, and you may find being repeatedly killed and returned to be extremely painful for you. The elixir lingers on in the liver of the person who drank it, should their raw liver be taken and eaten it will render the eater deathless too though the original person does not lose their immortality either.
As the elixir was made in part through Kaguya's manipulation of eternity, nothing short of powers that can affect eternity itself can affect the deathless nature of one who has taken the Hourai Elixir. This is not complete and total immortality. Be additionally warned that while it renders you nigh-unkillable it offers no inherent protection against other creative ways to remove you permanently, such as sealing you away permanently, which does exist here and has been used before to lock Hourai immortals away for centuries. Sentencing you to a far, far worse than death where you are unable to die is entirely within the realm of possibility. Nor does it make your body inherently more durable than before beyond being immune to illness; if you are a fragile human you will remain so.

Racial Items:

Human:

Human Housing (-100): You have a small Japanese-style house within the Human Village, or perhaps a small store with a bed in the attic. It's not a bad place to live, though it has nothing more recent than the mid-19th century within.

Dragon God Statue (-200): You have a copy of the Dragon God Statue, which is very useful as a weather prediction device. When its eyes are white, the weather will be clear. When its eyes are grey, the weather will be cloudy. When its eyes are blue, it will rain. When its eyes are purple, it warns of an incoming typhoon. When its eyes turn red, however, it is a grave warning that a terrible storm or an incident is about to arise.

Restaurant (-400): You have a traditional Japanese-style restaurant, capable of churning out a lot of filling and tasty mundane dishes. Such a restaurant easily turns a major profit and produces enough food to draw large crowds every night, almost as if it had been blessed by the God of Fortune. Comes with a pair of followers to staff it.

Human Village (-600): You have a village (actually closer to a small city) of human followers that will come with you on your chain. You don't have any inherent authority over them (and indeed, Gensokyo is very hostile to anyone who would try to unite humanity).

God:

Ropeway (-100): You have a ropeway that despite its seemingly primitive construction, it's safe enough to endure a serious buffeting from Tengu and still arrive safely. You can make it stretch any distance from the Human Village to the top of Youkai Mountain.

Kanawa (-200): You have a nearly-endless supply of circular iron rings that are razor sharp and make a pretty good weapon hidden somewhere in your clothing. You can also throw them pretty easily and accurately, without risking accidentally cutting yourself on the sharp edges – a deadly weapon indeed, even moreso against youkai.

Go-shintai (-400): You have a go-shintai, almost a second body of your own, which contains some of your power. You may customise the general appearance and traits of the go-shintai, anything from a small object like a weapon or decorative item to an entire mountain. You may project any of your powers and abilities across your go-shintai, affecting anyone who uses it or touches it.

Cold Fusion Reactor (-600): You have a cold fusion reactor. It contains an obscure and fantastical palladium alloy which allows it to fuse hydrogen atoms without creating ionizing radiation somehow, creating fairly low-temperature steam which can easily power a turbine. The reactor is so safe you could even make hot pot in it without hurting anyone, though you will probably have a hard time convincing anyone to eat your *food made in a nuclear reactor*.

Youkai:

Shirikodama (-100): You have ten shirikodamas, a small gland freshly plucked from a human anus. Consuming these regularly is an excellent remedy for salt and iron deficiencies. Kappa most especially need to consume these, as they are a saltwater youkai living in a freshwater environment. Some might find it disgusting, but hey, it's eat it or die.

Sake Bug (-200): You have a sake bug, a creature similar to a salamander or catfish, in a large, heavy jug. This one can turn the entire jug's worth of water into sake – though somewhat unrefined in taste – in only a single night. By taking this, you also are aware of the methods the Oni used to create them in the first place and could easily apply this to make many more sake bugs, perhaps even ones that create higher quality sake or maybe even produce other kinds of alcohol. Alternatively, you could swallow it and never be affected by alcohol again, *but why?*

Foxball (-400): A relic of earlier times, a Foxball is an old way Kitsune used to allow new members of their kind to practice magic. It's a big ball of fluff with a pit similar to a bean inside that contains all the

magical essence of a Kitsune. Anyone who holds it can easily cast spells that normally only elder youkai could, in addition holding it blesses you with constant low-level good fortune and the ability to see through magical disguises. Not to be confused with a large ball of mould that grew in the back of your warehouse.

Tengu Tavern (-600): You have a tavern, probably located on Youkai Mountain, staffed by and designed for Tengu. It is obviously well-defended by its inhabitants, who are particularly strong youkai already. Here they serve a seemingly unlimited quantity of sake in cups the size of a small bathtub, which is of course considered a decent serving size by the Tengu. Try not to die.

Fairy:

Fairy Dwelling (-100): You have a special home for fairies, a large tree perhaps, or even a flower or underground home. It's vastly larger on the inside than it is on the outside, allowing you to make a very nice home out of something you normally couldn't even fit inside, and very difficult for non-fairies to find. The perfect spot to hide after pulling pranks.

Tanabata Tree (-200): You have a particularly large tree. It can grant minor wishes, such as "make the weather clear up", as long as you climb all the way to the top and affix your wish to the tree. This works on everyone who climbs up to the top and cannot grant particularly large wishes either, but it is still useful.

Flame of Madness (-400): You have a mysterious stick with an ever-burning flame atop it. With this flame, you could easily send lifeforce out of control, sending people berserk as they act on every impulse they ever have, and even making localised changes to the seasons themselves. These effects rarely last longer than a single hour per application, though this is plenty of time to cause all kinds of trouble. You are naturally immune to this effect, as are anyone else you choose not to affect, so you need not worry about going crazy just carrying it around.

Border Tree (-600): You have a tree similar to the tree on the boundary of the Hakurei Barrier. It is a divine tree with a unique relationship to the Outside World, should a fairy capable of exploiting this power come to control it you could cause no end of trouble even for the most powerful beings here. Or you could just reinforce the boundary itself by living inside it without trying to plumb its secrets.

Origin Items:

Hermit:

Secret Home (-100): You have a pocket dimension of sorts with a small home inside, with a small traditional Japanese house and enough room for all kinds of pets. It can only be entered by following a specific secret path that you may change on a whim. A side benefit is inside this pocket dimension the weather is generally mild all year long – even a hurricane outside will cause nothing more than a particularly strong downpour inside.

Elixirs of the Celestials (-200): You have half a dozen heavenly elixirs, straight from celestial banquets. They look like dumplings and taste like ass. Still, a human who consumes a single one is instantly

turned into a hermit with all the advantages – and disadvantages – that entails, such as flesh that is stronger than steel, a near-endless lifespan (as long as they keep dodging the kishin every century or so), and the ability to survive on nothing more than morning dew.

Oni Treasures (-400): You have in your possession the four treasures of the Oni. The first is the Ibuki Gourd, a stylish large purple gourd with a stopper that has been soaked in the extract of a Sake Bug. Even a little bit of water in here somehow multiplies into a vast quantity of sake, though it never produces more than the gourd can hold at a time. With this treasure, you could easily ensure you never spend another moment of your life sober.
The second is Douju's Jar, a large waist-high pot full of an endless amount of edible oil with no unusual properties beyond tasting smooth and nice. Perhaps you might want to establish a deep-frying business?
The third is the Hoshiguma Dish, a simple red sake dish that has the miraculous ability to raise the quality of any sake poured into it, making it taste much better and be far easier to drink. Note that the sake does not need to remain in the dish to benefit from the increased quality; pouring it into the dish and then pouring it out into another container is a perfectly valid way to amass a lot of high-quality sake. However, sake can only benefit from its blessing once.
The fourth, and most potent, is the Ibaraki Box of a Hundred Medicines, a decorated sake box that can hold two litres of liquid at a time. Should a healthy person drink alcohol from the sake box, it temporarily grants them the strength of an Oni for a day at the price of shifting their personality to be like an Oni's (read: crude, brash, coarse, loud and belligerent) until it wears off. If a sick, injured or otherwise unhealthy person drinks from it, however, it cures all of their ailments barring incurable mutilation from powerful magical relics at the small cost of permanently transforming their body into that of an Oni – though some might say this is simply another bonus. If a lot of people were to drink from this box, you can be assured it would cause incredibly amounts of chaos.

Dragon Stone (-600): You have a dragon's stone of some kind, similar to an egg but made of stone. Should you allow it to hatch in a terribly destructive storm, the new dragon will be a loyal follower of yours. Alternatively, you could shave away the rocky exterior and see the beautiful light trapped within or use its natural constant wetness as a source of water. Note that dragons here are phenomenally powerful, a fully grown one mentioned as being capable of devouring the stars in the skies and making the heavens and earth tremble.

Shrine Maiden:

Keseran-Paseran (-100): You have a Keseran-Paseran, a fluffball that can fly and bring happiness to anyone who holds it. Just having it around seems to improve your mood and ward off depression. If someone else were to touch it without your permission, it will give them a mild shock. This is not a ball of mould that grew in the back of your warehouse. I would not trick you into buying a ball of mould.

Needles (-200): You have a seemingly endless supply of needles, nearly a foot long each, that are easy to carry on your person and throw around whenever you please. You're a good shot with them too, and a few needles can easily take down a normal youkai. The one mild disadvantage is they'll eventually stack up negative energy from being used as a weapon too long – giving them a day off resting in a block of tofu once a year will prevent them bending out of shape.

Purification Rod (-400): You have a gohei which has the spiritual power to simply ignore supernatural defences and harm monsters, enabling a simple swing to cave in the head of a youkai like a block of tofu. Its dangerousness may be toned down, in case you want to playfully bonk a youkai on the head without straight up killing them.

The Great Jumper Shrine (-600): A big shrine whose blessing is youkai extermination. As long as you can keep providing it faith, it can completely bar monsters from entering the grounds and bless your weapons to be supernaturally effective against them. Should you lapse in this duty the power will slowly decline until youkai can just waltz around the shrine without any ill effects. As part of the shrine, you have a pair of yin-yang orbs, which carry the same blessing, being able to disrupt youkai constructs and magic, and seriously hurt youkai themselves.

Magician:

Spell Components (-100): You have a large supply of common spell components, certainly enough to regularly cast a wide variety of spells. Rarer items for your most potent of spells may still require some hunting.

Golden Hot Springs (-200): You have a geothermal hot spring that goes directly down to Hell, where the desires of sinners are purged in hellfire to produce gold that bubbles up to the surface. Unfortunately, it constantly vents sometimes-toxic gases, and gold isn't the only thing it produces. The desire to live produces mercury, to kill produces arsenic, and antimony and lead are more impurities that riddle the gold. Still, if you have a way to purify the gold you can get enough to make yourself rich, and the other impurities are highly useful for magic.

Mini-Hakkero (-400): You have a mystical, magical furnace shaped like an octagon and made of hihi'irokane. Each corner is emblazoned with a different trigram with different powers, such as generating a lot of heat, producing a cool breeze for hot days, and the ability to amplify magic through it to blast a Master Spark – enough to reduce a mountain to ashes. As such a potent magical item, it's very handy for magical research too.

The Scarlet Devil Mansion (-600): You have a mansion of your own, though potentially a very empty one. It's designed in a very Western style, standing out from the mostly traditional Japanese structures around here. It contains a good supply of fine china and silverware, as well as a solid wall around it and a good supply of ever-fresh tea leaves. The most valuable part, however, is the library within, which contains a vast quantity of grimoires, books from the Outside World, and magical tomes in general. Unfortunately, many of them are sealed and in encoded languages – to unlock and decipher them would be a full-time job on its own.

Bibliophile:

Mundane Books (-100): You have a library of mundane books, full of classics from the Outside World and literature written by people within Gensokyo too. You could read the books in here for months, and though there's nothing supernatural about them, they are rather entertaining.

Youma Books (-200): You have a collection of supernatural books, such as grimoires written by magicians, valuable historical texts about supernatural occurrences, letters soaked in feelings until

they begun to take a life of their own, and books written by youkai to record their own existence. Includes the first Japanese translation of the Necronomicon. Be careful of thieves.

Suzunaan (-400): You have a kasha-hon, a kind of traditional Japanese library, containing a wide variety of mostly-mundane books. On its own it will turn a mild profit, sufficient to live off and have minor hobbies on your own, but in addition it contains the materials for a traditional Japanese woodblock printing press. Books, scrolls and the like copied with the press will retain all the supernatural abilities of the original copy, enabling you to mass-produce enchanted papercrafts, though depending on the size of the book you are unlikely to be able to produce more than a few hundred every day of work, and producing the woodblocks to print will take some time on its own.

The Night Parade Scroll (-600): You have the Night Parade Scroll, an extremely evil but potent source of youkai energy that can animate a seemingly endless amount of goods into tsukumogami slaves for you, or power fantastic youkai works. Fortunately, you do not need to worry about your body being hijacked by the oni of the scroll, but you do need to be worried about the kind of attention merely possessing this scroll will bring you.

Writer:

Writing Implements (-100): You have an endless supply of blank mulberry paper, bookbinding materials, inksticks, ink brushes, and an inkstone. With this you could write as much as you desire and never run out of supplies.

Bunbunmaru Subscription (-200): You have a subscription to the Bunbunmaru Newspaper. It's a… decent enough paper delivered free of charge whether you want it or not! The paper will cover absolutely everything its Tengu author sees necessary to include in the current world, though with a noted slant towards provincialism, gonzo journalism, and, of course, reporting on absolutely everything that's happening currently. The Tengu have regular competitions to see who can write the most stories, you see. Expect to get flooded with extras. Optionally, you may instead receive the Human Village Edition, with a greater focus on the lives of ordinary people instead of the powerful and influential. Does not animate itself into a youkai if left unread, contrary to Aya's claims.

Gensoyko's Chronicle (-400): You have a book on Gensokyo itself, and post-jump the world you're in. It will cover all the important, sentient species and all the important people too, though for the most mysterious and hidden there will be a bit of guesswork and speculation. Still, it's the best source of information on the world and its history you'll find here.

Mansion and Title (-600): You have a fully staffed luxury mansion, similar to a certain Hieda no Akyuu, coming in a traditional Japanese style. It comes with a noble title too (or the local equivalent), making you a member of a minor yet important family in this jump and future jumps, with the clout to live a life of luxury if you wish to do nothing more than that.

Afterlife Specialist:

Scythe (-100): You have a large and intimidating, though not exactly practical, scythe. Just carrying it around seems to make people automatically assume you're a Shinigami, which would make lot of people quite cautious around you.

Afterlife Express (-200): You have a small rowboat that could fit a few people aboard. Somehow it can propel itself under its own power and even carry insubstantial objects such as the ghosts of the departed. With this, you could cross the Sanzu River (although note that the time taken to cross depends on how much you get paid and how much sin the other occupants bear).

Rod of Remorse (-400): You have a medium-sized rod upon which you can easily write down anyone's sins. This rod can be reused somehow, wiping the old sins clean off it, and easily changed to bear any new sins too. When targeting someone whose sins are recorded on the rod, it weighs as much as the burden of sins written upon it. Naturally, this can get incredibly heavy when used against an inveterate sinner.

Former Hell Palace of the Spirits (-600): You have a beautiful mansion in the local underworld that, unfortunately, is constantly infested with vengeful spirits and a menagerie of unusually friendly animals from leopards to domestic cats and birds. Somehow by taking this the animals inside will enjoy hanging around you and never intentionally harm you, and you personally (*not* trespassers though) will be safe from the local vengeful spirits.

Medicine Seller:

Rabbit Chips (-100): You have a set of mysterious chips that can easily be implanted somewhere as small as the nail of an ordinary rabbit. This will record all of its information, such as its name, origin, health and owner. It can even be used to track the chip-bearer, similar to a GPS signal that you can receive on your handheld device.

Rat Repelling Statue (-200): You have a small cat statue that somehow, without any visible power source, constantly produces ultrasonic sounds that will scare away any mundane vermin in any building it's located inside or at the entrance to. Alternatively, it can be a painting of a cat that has all the same warding power.

Medicine Box (-400): You have a box with your name emblazoned on it. It contains a dose of medicine for all kinds of illnesses, and despite this is very light and easy to carry. You know what all the medicines inside do, and what to prescribe them for, which would make you a competent medicine saleswoman if you needed extra cash.

Eintei (-600): You have a cosy dwelling out of the way in a bamboo forest, that you may customise the aesthetics of. It's warded by all kinds of protective spells that will ensure all but the most powerful people will simply manage to pass it by, unless you specifically wish to let them in. Additionally, for some reason, youkai rabbits seem to keep popping up here somehow.

Sage:

Comfy Chair (-100): You have an extremely comfy armchair. While seated on the chair you can continue to move around as much as you normally could, perhaps by flying if you can fly, and is the perfect place to sit. You need not worry about getting tired or sore from sitting down too long – it's simply too comfy for that.

Painful Parasol (-200): You have a cute, frilly, pink parasol. Not only can it keep the sun off you, it's far more durable than it seems to be. It's far easier to wield as a weapon than a parasol should be. It makes a solid bludgeon and the end is very sharp. Clobbering someone with it is guaranteed to hurt, even if they're an old and powerful youkai themselves.

Komainu (-400): You have a komainu, a lion-dog statue that watches menacingly over wherever you wish to put it. When you need it, perhaps when trespassers try to break in, it will spring to life (and naturally, turn into a cute girl) to defend you. While in statue form, it's semi-aware and can remember things such as who looked after the statue when it was not needed and keep a careful watch for potential enemies.

A Secret World (-600): You have an entire small alternate dimension to customise and play around in. By default, it takes on the form of a featureless blank void stretching across an area the size of a small village, though you can reshape it according to your whims, perhaps turning it into a nice house. Additionally, you can create doors leading into it nearly anywhere, as long as it is on the back of something such as someone's back, the back of a statue, and similar backs.

Companions:

Canon Companion (free/-100): I know why you're here. You can take any character with you as a companion as long as you get them to agree of their own free will to come with you. On the other hand, if you want a little help here, for every 100 CP you spend you're guaranteed to have a positive introduction to one character of your choice, virtually guaranteed to become fast friends.

Old Faces (-300): You may import, or create, up to eight companions with each purchase. Each of them receives 600 CP to spend in this document and receives any free purchases, discounts and stipends they qualify for.

New Plot New Cast (free/varies): You may import any number of companions for free. They get no CP on their own but do get any freebies and stipends they qualify for. Alternatively, you may spend some of your CP to give them some, every 100 CP you spend here grants them an extra 200 CP.

Custom Companion (-100): For 100 CP you can create a single new companion, who receives 600 CP to spend in this document and receives any free purchases, discounts and stipends they qualify for. You are permitted to customise them in any way you desire.

Perfectly Poor Poverty Power (free): You've picked up a miserably depressed poverty goddess somewhere. See, her specific power is she cannot stop bringing misfortune to everyone around her, her every attempt at suppressing it causing misfortune to build up inside her until it erupts and causes misery. For this, she has been ostracized and, obviously, desperately poor her whole life; even a simple

cup of awful sake or a meal with someone else is a luxury to her. She'd be happy to hang around anyone – anyone at all – who appreciates her, instead of chasing her away for being a constant bad luck charm.

Pets and "Pets" (free/-50): You may select any natural animal or even cryptid of roughly the intelligence of a Chupacabra – nothing with human or above-level intelligence – as your new pet. The animal is tamed and surprisingly trainable, you could even have a tiger trained as a guide dog or a giant eagle trained to let you ride on its back. You are permitted to customise its appearance, history, general personality and other such traits. Or for 50 CP you can choose a minor and largely unintelligent youkai to keep as a pet, perhaps a Raijuu, Tsuchinoko, Chupacabra, or a Kutsutsura. They are dangerous supernatural creatures in general, but I'm sure you could find a way to keep them without harm.

Pet Inchling (-50): You've picked up an inchling princess, one of the only members of her kind. She's the size of a needle and has a big complex about her height. She'd be so grateful if you could fix that for her, although she might just do something… drastic to fix that if you don't. She comes with a very tiny house the size of a shoebox where she lives, you can of course pick it up and carry it around with you.

Tanuki Gang (-50): Four relatively young and inexperienced Tanuki, which are treated like a single companion for the purposes of future imports. Their natural abilities are weak, certainly nothing compared to a venerable and experienced Tanuki boss. They all come with a jacket with your last name emblazoned on it in kanji. Similarities to the Yakuza are totally unintentional.

Fairy Maids (-50, free with The Scarlet Devil Mansion): You have enough fairy followers to staff any properties you own, in all likelihood in far excess of the actual number of people you'd need to run it. Unfortunately, they're *fairies*, and therefore largely useless for anything except creating more work for everyone else. On the bright side, they don't ask for wages and are content to pretend to work. You may give them all a single uniform, such as a fairy maid uniform, if you wish.

A Loyal Servant (-50/-100, discounted with The Scarlet Devil Mansion): You have a maid or perhaps a sworn guardian, who will happily work out any chores you give them with a very high level of competency in anything from washing, trimming the gardens, to preparing tea and meals. Unfortunately, they're not all that bright, prone to being overly literal, and somewhat unfriendly to anyone not directly associated with you. For an extra 50 CP, they come with the Luna Dial perk and are highly skilled at using it to both fill the air with a thick field of knives and complete a whole team's worth of domestic housework right on time.

Lazy Shrine Maiden (-100): You've picked up a poor, and somewhat unintelligent, miko. She's pretty good at exterminating youkai, calling gods into herself and fighting spell card battles, but she is just too lazy to apply herself. She'll do anything for money, except work hard, and has an unfortunate habit of coming up with terrible business decisions. However, she's about as strong as a human can get and can turn intangible if you antagonise her.

Youkai Fox (-100): You've picked up a foxy trickster, a relatively young and single tailed fox magician. Oddly enough she prefers to take on the forms of your existing companions, but like all foxes her ears and tail will give her away, if you can find them. Secondly, she's a bit inexperienced with the art of

shapeshifting and liable to make minor mistakes during impersonations, such as putting the braid on the wrong side of her head. She also comes with a pair of tube foxes, a male-female pair of small magical youkai that work as her familiars, that can bring wealth and good fortune in exchange for consuming your own health.

Hobgoblins (-100): You have a lot of hobgoblin followers, enough to keep any properties you own perfectly clean. Hobgoblins love helping out with domestics chores and need no encouragement at all to wait on you, clean up your property and generally bring "good fortune" to any properties you own. The downside is, they look just like hobgoblins. They're about the size of a fairy and ugly enough to make babies cry.

A Gullible Book Renter (-100, free with Suzunaan): You have picked up a young human with the ability to read anything you bring her and a passion for collecting all kinds of rare and supernatural books. If you have the Suzunaan purchase, she is more than capable of running the woodblock prints on her own, though she will likely expect to get paid for it.

Kappa Mob (-100): You've managed to gain the loyalty of six Kappa, which are treated like a single companion for the purposes of future imports. Like all Kappa, they're geniuses with anything technological, however getting them to focus on any task is like herding cats. Indeed, trying to get more than one working on a single project almost guarantees the other(s) will begin tearing down each other's work to build it themselves, "better". Kappa rarely work together successfully for that exact reason.

Shikigami (-300): You've picked up a loyal shikigami of your own, a nine-tailed fox who willingly traded up her free will for more power. A unique feature of a shikigami is its ability to grow stronger the more it acts in accordance with your will, should it follow orders perfectly its power will grow exponentially until it equals you in raw strength, although likely not broadness of power, but on the flip side should it start acting on its own and disobeying you, this advantage will immediately vanish, reducing it down to its mere normal power. Curiously, this shikigami has a shikigami of its own, a fine cat too. Her Bakeneko is a… capable spellcaster and generally somewhat useful as long as she is kept away from water. If imported as a companion, the Kitsune will receive all purchases and the Bakeneko will have to rely on the natural boost from being a shikigami, unless you import her too in a different slot.

Drawbacks:

Alternate Canon (+0): Do you prefer fanon Touhou? Have a fanwork based on the side stories you wish to visit? With this drawback, you can choose any Touhou fanon or fan work to be part of the setting here.

Character Replacement (+0): Have a particular character you want to replace? By taking this drawback, you may replace a single Touhou character and take over their role in the story, as long as you are able to perform roughly their job, such as responding to prayers or using magic.

Dodo (+100): You can't fly, or indeed use any sort of supernatural form of travel. If you want to get anywhere, you've got to walk. This will inconvenience you, not to mention make it much more difficult to fight in the three-dimensional battles that are danmaku matches.

Scribbly Art (+100): It almost seems like everything around you was a rush job. People's appearance changes subtly from moment to moment and everything lacks detail. Somehow, everything around here just looks… unfinished.

Al-Hara (+100, incompatible with Snake): You are a dedicated teetotaller, you can't stand having more than a couple drinks at a time. Unfortunately, the inhabitants of Gensokyo simply cannot comprehend not drinking until they drop. Furthermore, turning down people's alcohol is likely to be taken as a personal insult! You will suffer plenty of al-hara, that is to say, harassment, social pressure and the occasional veiled threat to drink.

Snake (+100, incompatible with Al-Hara): No, not that kind of snake. Rather, you're an alcoholic and a glutton. Not particularly unusual in this world, sure, but even by the standards here you eat and drink a *lot*. So much you can expect your habits to regularly get you in trouble. You won't spend a single moment sober if you can possibly avoid it and are not above dine-and-dashing at every restaurant in the Human Village. Expect to get fat.

Not As Knowledgeable As You Think (+100): You talk out of your ass a lot. When confronted with something you don't understand, your immediate reaction is to bluff and bluster out a vaguely convincing-sounding explanation. You are a master at reaching wrong conclusions from limited information and delivering them absolutely confidently. Fortunately, this only applies if you genuinely don't know something and does not affect you beyond this.

Preachy (+100): You've seen the right way to live and it's completely different to how the girls here are living. Every single thing they do that does not fit your personal morality, such as attachment to worldly desires or their habit of getting drunk and fighting, will get under your skin and you will have to restrain the urge to give a long lecture on the Right Way to live. If you've ever had a devout cleric lecturing you on morality, this is you now.

Horrible Liar (+100): You could not tell a single lie to save your life, if you attempt to lie you will inevitably stammer out a very transparent, unconvincing lie. This even extends to disguises and transformations; you will suddenly forget important details about your disguises, such as the fact you have giant horns that make it very obvious who is behind those sunglasses and if you're a non-human transformed into a human you will accidentally flash your non-human attributes regularly. If you're lucky, you'll lie to someone far too stupid to work out you're lying, but if you're unlucky you should probably try switching the conversation as fast as possible because you sure won't be lying your way out of it.

Atrocious Cooking (+100): Not only are you a terrible chef, you also have a terribly unfortunate habit of gathering vile-tasting plants that are medicinal and unhealthy to consume in large quantities. You are completely blind to your own culinary ineptitude, naturally, and will serve food that *deserves* being censored with a happy smile (and take a great deal of offence at anyone who doesn't like the crap you cook). You will not be popular at parties, which will be horrible for you because parties are half the fun around here.

Easily Scared (+100/+300): You like to scream. A lot. The slightest scary story, bump in the night, or just plain meeting a person you believe to be stronger than yourself for the first time will have you scream out everything in your lungs <u>at least</u> once. This doesn't affect your personal courage, and in

fact you can be terribly courageous, despite being very afraid and shrieking like a little girl at anything mildly scary. For an extra 200 CP, 300 CP in total, you're also very prone to fainting for a few minutes when scared. Which is, as you may have noticed, very often.

Stealing's A Terrible Habit (+200): You have a bad case of kleptomania with all the self-control of a magpie. If you think something's valuable, you will try to steal it at least once. Fortunately, you can at least suppress this with great effort on your part, which will also become easier the more you try (and fail) to steal it.

Belligerent (+200): Maybe you're short-tempered, aggressive, or maybe you just love to fight. Regardless, there's something about you that just seems predisposed to starting fights over nothing. You can expect to start a big fight at least every month you're here, and far more if you spend a lot of time around people. At least you'll fit right in with some of the cast!

Money-Averse (+200): For some reason, money just runs through your fingers. Any time you get your hands on any money, it's gone by the end of the day, whether spent on terrible business decisions, sudden disasters, or just plain paying off any debts you've already racked up. Almost as if a god had cursed you with poverty… Forget any out of jump sources of wealth too, you're not getting that here either.

Sleeping Sickness (+200): You have a particularly unfortunate disorder, where you spend your entire awake time in the boring drudgery of the Outside World and only get to visit Gensokyo in your dreams. You'll be stuck here at night unless you deliberately try to visit during the day, which is probably going to cause you trouble unless you do not need to live in society. On the bright side, anything you're holding when you sleep comes with you into Gensokyo (and vice versa, anything you're holding in Gensokyo comes with you when you wake up), meaning you could potentially trade goods from the Outside World with the locals.

Dandelions Again? (+200): You accidentally introduced an invasive species into Gensokyo, and Yukari is very upset with you. You're going to have to fix it if you want to continue your chain. This is guaranteed to be tedious and boring, though not exactly dangerous, and the more you put this off the harder it will be to fix as the invasive species continues to multiply, breeding at a frightening rate, and potentially even spawning nasty and unpleasant fairies associated with the invasive species if you put it off too long. To say nothing of the danger of making Yukari more cross with your tardiness.

Just Plain Stupid (+300): You aren't the sharpest tool in the shed. You are, in fact, the absolute dullest. You're short-sighted, and remarkably unintelligent, struggling with simple math, the most basic planning, and any form of logical deductions. One wonders how you manage to dress yourself every morning. You will somehow manage to choose the absolutely worst decision, from selling tyres full of air at a meteor viewing party to falling for the most basic tricks of the local foxes, tanuki and fairies. Do not combine with Hubris unless you hate yourself.

Hubris (+300): Hubris, thy name is Jumper. You have a terrible, terrible habit of massively screwing up anything you're doing if you get overconfident – and you are more than prideful enough to spend a lot of your time overconfident about everything. Your massive screwups, anything from accidentally throwing a battle you should by all rights have won to losing all your money on hideously bad business

decisions, are guaranteed not actively threaten your life, but you will be humiliated until you learn your lesson. Regularly.

One-Armed Jumper (+300): A long time ago, in a brutal battle, your arm was severed from your body and lost. Within your arm was all your malice, wickedness and a good deal of your power too. Indeed, while your arm has the full abilities of anything you've purchased here, (out of jump powers are not affected) your purchases are greatly reduced in comparison, to something around a third of your full potential. You cannot even reliably fight your arm, as it will merge back with you if you touch it and effectively inflict personality death upon you before going out to terrorise the rest of Gensokyo. Perhaps the local shrine maiden might help? Worse, the arm is nigh-invulnerable, able to shrug off almost any attack except one which specifically uses the sword (or fragment of) which originally severed it for you, which is somewhere in Gensokyo, and you will have to search for it. The sole bright side it that your arm begins sealed in a decaying seal that will eventually break in exactly nine years after you enter this jump (you cannot avert this), before it is able to act freely amongst the world again – you should definitely use this time to prepare yourself for the eventual battle.
Should you successfully ensure your arm is properly resealed, and keep it sealed until the jump ends instead of finding a way to destroy it, you may take it along with you as a free, though still evil, companion, and no longer risk having it hijack your body on contact. If you do not wish to, the arm will instead lose its evil and intelligence, return back into your body and trouble you no further. Naturally, if you destroyed the arm when the jump ends you will regrow a new, non-evil one.

Jinyou (+300): Gensokyo has very few laws, but you found a way to break the most serious one of them all; you turned yourself from a human into a youkai. Such an act threatens the very balance of Gensokyo, the one that manages to keep humans and youkai from trying to eradicate the other, in the eyes of the major powers of Gensokyo at least, and you will have to contend with the fact all major powers here consider your death an ultimately positive thing. Worse, a Jinyou is utterly incapable of hiding its true nature – no matter what form you take it will be obviously deformed and monstrous, such that anyone will see you as a frightening monster. At least nobody yet knows the crime you have committed, and you are not being hunted at the moment, but expect that to immediately change should you show your face in the wrong place.

Ending:

Will you **Stay Here**, **Return Home**, or will you **Continue Onwards**?

Notes:

This jump covers Forbidden Scrollery, Wild and Horned Hermit, and Sangetsusei from Oriental Sacred Place onwards.

Bonus Power: Conceptual Sweeping (-1000): Your sweeping powers have reached their peak, as you have gone above and beyond the limits of mere mortal cleaning powers. You can clean any surface with nothing more than elbow grease and patience. You can even clean things that have yet to be dirty. You have the infinite patience to spend all day, every day doing nothing but sweep, sweep and more sweeping. You can even weaponize this power, as you become a dab hand with every single cleaning tool in improvised martial arts. You can, right off the bat, swing a broom or other cleaning tool with such precision and deadly force a trio of fairies have no choice but to flee your towering wrath and fear coming within broomstick reach of you. Broom tsukumogami beware, for the Kami-no-Souji has come to town.

Being a racial magician does not require you to pick the magician origin, and vice versa.

Changelog:

1.1.2: Fuck Your Builds Edition (sorry!)

- Changed floating discount in powers section to a 400 CP stipend. Increased Items stipend to 400 CP.
- Clarified what this jump is about.

1.1.1:

- Title picture takes up entire title page.

1.1:

- Clarified you must be able to do the character's job to replace them. No being a shrine maiden who knows absolutely nothing about reli- oh.
- Cut price of Sakuya/Youmu expy.
- Noted that directly opposing your patron/protector for Bizarre Bodyguards and Forbidden Patron will cause them to drop your ass.
- Added more powers.
- Changed the cover picture to something hopefully higher resolution.
- Added not-Reimu and not-Shion companions.
- Formatting rework.
- Clarified the Powers discount.
- Cut price of beauty and soundtrack perks

1.0:

- Fluffed lots of things.

- Clarified the Hourai Elixir replenishes every ten years if the jump has not already ended somehow.
- Let you buy a tree for your flower viewing parties.
- Magicians now have spell components.
- Buffed Yen, it's now 50k p/m.
- Made being an Arahitogami part of the God racial choice, added a new perk to replace it.