

UNOFFICIAL PROJECT SHRINE MAIDEN RPG - BETA VERSION 2

ROLE-PLAYING GAME FOR INTERNET OR TABLETOP PLAY

東方 RPG

- TALE OF PHANTASMAL LAND -

A BAHAMUT GAME



Based on the “Touhou Project” series of games by
Team Shanghai Alice / ZUN.



<http://www16.big.or.jp/~zun/>

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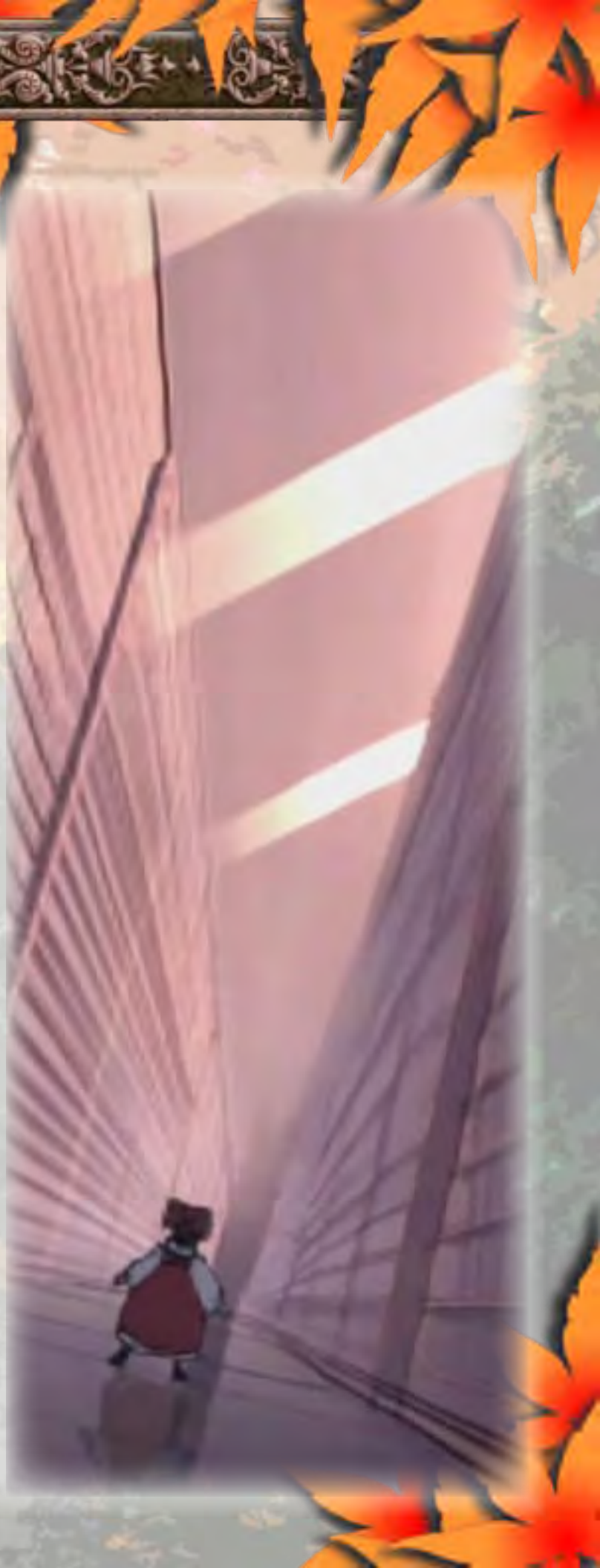
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INTRODUCTION

INTRODUCTION

What's This Game All About?

Too Long; Didn't Read Version

Tale of Phantasmal Land is a theatrical role-playing game about uncovering mysteries, getting to the root of the strange problems that pop up from time to time, having fun while doing it, and looking good all the while.



Here's the Situation

The game takes place in a land called Gensokyo, a small pocket of Japan that has been hidden safely away from the outside world for well over a century. All this time it has been protected from the relentless march of human progress and mundane intruders by a powerful ward called the Hakurei Barrier. Although still home to a fair number of humans, Gensokyo has become home to all sorts of fantastical beings, even gods. All of them have sought sanctuary from the outside world. Things that are nothing more than myth and legend to you and I, still live and breathe and are a part of everyday life in Gensokyo.

There is a careful balance that must be maintained inside the Barrier. With such a diverse population, there are inevitable conflicts. Gods require the faith of people, some creatures prey upon humans or other creatures, and humans ceaselessly carve out a place for themselves. Most denizens understand the importance of protecting the relative stability of Gensokyo. In fact, there are even important rules on

how to go about settling disputes that everyone obeys because they all know that if the Barrier is shattered, it could be the end of Gensokyo, and possibly themselves. However, this does not stop the occasional resident from trying to skew things a just little more to their liking.

The game itself revolves around a small group of individuals, usually three or four denizens of Gensokyo, each with her own unique origins and abilities, united either through circumstance or design. Working together, these individuals, the player-characters, strive to get to the bottom of the various situations that arise from time to time, that threaten to upset the ecology of Gensokyo.

But Wait! There's More!

While going about the resolution of Incidents, your characters are being judged and scrutinized by the Touhou Fandom. Since getting feedback from the actual fandom would be a somewhat time consuming and exhaustive process, we've simplified matters by compressing all of their expectations and desires into a simple system. Your characters don't know it, but they are catering to this fandom, and the more they behave in certain ways, the more the fans will like them.

Popular characters are successful characters, and it is the fandom that empowers them. But the fandom only has so much love to give during the course of events. The cast of characters you are involved with will find themselves competing with one another, to be the very best they can be.



About This Game

Tale of Phantasmal Land is directed more towards fans of the Touhou series rather than it is towards RPG veterans. Consequently, it is a very basic game with a heavy focus on the players and GMs working together to paint an interesting Touhou story set against the backdrop of some sort of mystery that needs solving or a problem that needs to be remedied. Think of this game as being more like fanfiction, or a doujin work, except the main cast-members (player characters, PCs) are each under the control of an individual player, and the GM handles the supporting cast (non-player characters, NPCs) as well as the settings. In this case, the rules simply exist to keep things balanced and fair, while at the same time reinforcing the unique qualities of each of the characters.

When conflict inevitably arises, combat is handled in an abstract fashion. Participants needn't worry about having to use boards and miniatures to figure everything out. As with non-combat activities, the focus continues to be on more story-like theatrical play, turning combat into an imaginative running narrative rather than getting bogged down with more technical details. Again, the focus of this game is about creating a Touhou story, rather than just hopping from one fight to another.

About The Touhou Project

Encompassing a series of vertical shooting video games by the one-man development group Team Shanghai Alice, the Touhou Project is remarkable for a few reasons.

Touhou Project shooters are specifically "bullet hell" or "curtain fire" styled shooters, where in-game enemies do not concentrate on shooting at the player so much as they unleash waves and waves of bullets that create elaborate patterns that the player must weave through.

ZUN, the sole member of Team Shanghai Alice, seems to have a real passion for composing music. In fact, it's entirely possible he just makes the rest of the

game so that he has something to set his music to! His musical stylings have been so contagious that they've inspired thousands upon thousands of fan remixes and arrangements.

What's more is the manner in which ZUN has embraced the fan community. His welcoming approach to fan-creations has further fueled popularity of the Touhou Project, and it is this admirable approach which is largely responsible for this book being created.

I have tried my hardest to stay true to the source material and did my best to treat it with respect. Thank you for reading this book. Hopefully you have the opportunity to use it, and enjoy it!

About Role-Playing Games

The Role-Playing Game (RPG) has been around for about 40 years, having first emerged as an offshoot of old tabletop miniature strategy games. Since then several different types of RPGs have emerged, although the basic idea behind these games hasn't changed.

In an RPG one person, the Game Master (GM), controls all the aspects of the game's world. Into this world are placed characters, each of which belonging to an individual player. These player characters (PCs) are of their player's own design, created how they want them to be, and outfitted not only with abilities and items, but also personalities and ideals that might actually differ from those of their player. These PCs are pitted against a series of challenges by the GM, often presented in the form of a story that unfolds in front of and around the characters. The characters use their unique skills and wits to meet and overcome these challenges, accumulating experience and power, and going on to face ever greater challenges.



My Design Goal

The goal of this game is to enable creative play in the Touhou Project setting of Gensokyo, to provide a set of simple rules for approximating the combat prominently featured in the original games, while at the same time providing a framework to explore and interact with other fun aspects of Gensokyo that simply isn't otherwise possible, even in the official games. My personal design goals were to create a game that did not rely on special dice (I am fond of d10s), and craft rules that were not an attempt to reasonably emulate the mechanics of a console RPG.

This is a very simple game and I don't think it does much, if anything at all, that hasn't been seen before. I didn't craft this with the intention of turning the tabletop RPG world on its ear; I just wanted to make a simple game that would be easy for folks familiar with Touhou but not with tabletop games to quickly pick up and enjoy.

This is a theatric storytelling game, relying upon the creativity and imagination of those who pick it up to breathe life into Gensokyo. This is not a game involving miniatures and distances, velocities, altitudes, angles of ascent, ranges, etc. It is about uncovering mysteries, seeking out the root of problems, and exploring the secrets that Gensokyo hides. It is about unleashing your annihilation of love, striking at your foe with a magic that predates history, launching a thousand arrow-shaped projectiles that individually burn with all the fury and brightness of a newborn sun.

About Dice and Rolling

As I have been lead to understand, outside of the western nations it's apparently something of a pain to get a hold of the sorts of RPG dice I'd always taken for granted. In order to best accommodate potentially interested fans in the world abroad, and to just make things easier for everyone in general, this system uses two standard six-sided dice (d6s) exclusively.

Collectively, these two dice are called a Set. In a Set the two dice should be distinctly different from

one another. (A white die and a black die, or both white die but one has black pips and the other has red, etc.) One of the dice is the Plus Die and the other is the Minus Die. Instead of rolling the two and adding them together, the result on the Minus Die is subtracted from the result of the Plus Die. This means the results from rolls will vary between -5 and 5, with an average of 0, rather between 2 and 12 with an average of 7.

Although it's recommended to have at least 2d6 to play, it is possible to play with only 1d6. Rolling the result for the Plus Die first, then using the same die to roll the Minus Die value next.

In some cases multiple rolls will be required from a single player during a single action, so sometimes it's actually really handy to have more than just one Set of dice handy. (Additional Sets should also be distinct colors or otherwise easily distinguishable from the original Set so each Set of dice doesn't get confused with another.)

In all situations, higher results are better. Try to roll as many 5s as possible!

Who's On the Cover?

It's Momiji Inubashiri! (犬走 栞) She's one of only a few Touhou Project characters to have an actual profile but not have any official art.

I have chosen her as this game's patron for a couple of reasons. Firstly, she looks like a good RPG hero, what with sporting a sword and shield, and despite her canonical loss in Mountain of Faith she is apparently capable and intrepid. Secondly, I'm from Canada, and if our flag is to be believed, we seem to have a special affinity for maple trees. Momiji's name shares a tie to these trees, and it's also the leaf of the maple emblazoned upon her shield. Thirdly, she's a relatively unknown/forgotten character and I tend to take a shine to unknown/forgotten characters. But really, in the end, she's my favorite Touhou character, so she gets to be on the cover. ZUN, please give her more attention and include her in future projects!

Take It Easy!

Originally I didn't plan on making this Beta Version 2 book, but I felt somewhat compelled to assemble a book with the newer information and didn't yet have any of the resources I'd been planning on using for it. Since I've been wanting to inflict Ebullient Paradise on some folks and didn't want to saddle them with a copy of the original, messy, hard-to-find-things-in source document, I figured I'd just use all the stuff I'd used when I made the second version of the book and throw together a third version to tide me over until I had the stuff to make the awesome fourth version.

As before, I'm using art assets I haven't been able to gain explicit consent for. However, I did track down the artist of all the SD characters that populate the book. Socha. (<http://www.pixiv.net/member.php?id=10210>) I've tried to contact Socha, but I have not yet recieved a reply. I console myself with the fact that I'm not trying to profit off of Socha's work, and am just using it make a sort of semi-presentable 200-page mockup.

Similarly, all the scene images featured within come from a Makaze (<http://maikaze.com>) animated project called A Summer Day's Dream.

The fourth version, which will probably feature little different in content from this version, will look completely different.

Credits and Thanks

Right now this is mostly just thanks, and I've only got a handful of people to thank:

Rebecca, who has managed to find pretty much every spelling mistake I've made and has asked tough questions and forced me to rewrite spells sometimes due to her insidious lines of thought.

Nadia, who has invested her own valuable time and effort into helping me with the silliest of things.

The SA ADTRW Touhou thread folks, who have provided constructive feedback and insights.

Glossary

I realize this is still pretty threadbare at the moment, but I think it touches upon some of the more important things that folks have asked me about the meanings of.

d6: A six-sided dice.

Aesthetic: A certain sort of visual style a character possesses that leads to people making conclusions and judgments based on a character's physical appearance.

Bombs: The number of times a character can invoke a Spell Card.

Combat Statistics: A group of statistics derived from the Main Statistics and modified by a variety of other factors that are used to determine a character's effectiveness in combat situations.

Contest: A Roll Versus situation where two rolls (plus modifiers) are compared, with the owner of the higher role prevailing.

Danmaku: Literally "curtain fire" in Japanese.

Endearment: A negative aspect of a character taken to gain additional Fandom Points. Sometimes they include Expectations.

Expectation: An objective a character can meet in order to gain additional Fandom Points.

FP: Fandom Point. FP are used to purchase Traits and Skills as well as build new Spell Cards.

Gensokyo: A small section of Japan, populated by both the fantastical and mundane, guarded from the outside world by the Hakurei Barrier.

GM: Game Master. The GM is the one responsible for controlling NPCs and presenting various Incident-related challenges to the PCs.

Hakurei Barrier: A powerful ward erected in 1884 to seal Gensokyo off from the rest of the world.

Heroic Feat: A Roll Versus situation where a character's roll is pitted against a fixed value. If the roll is higher, the character prevails.

Incident: An incident is an entire story adventure, typically comprised of several Stages. It is roughly analogous to a single Touhou installment, like Perfect Cherry Blossom or Imperishable Night.

Magical Spell: A special ability that needs to be invoked by a character. Magical Spells may have Stage Limits.

Main Statistic: One of the six statistics that are a measure of a character's strengths and weaknesses, both mental and physical.

Minus Die: One of two dice found in a Set. The Minus Die is the die whose result is subtracted from the result of the Plus Die to determine a roll's final outcome.

Moe: Moe is "a particular aspect of a character which invokes protective feelings in others towards that character". Nothing in this game is inherently moe, and what makes something moe is up to participants and the Fandom. It is a terrible thing.

NPC: Non-player character. A character that appears in the game that is controlled by the GM and not by a player.

PC: Player Character. These are the protagonists and main characters, with one PC controlled by one player. Depending upon their personalities and unique skills, PCs go about resolving the challenges presented to them by the GM.

Plus Die: One of two dice found in a set. The result of the Minus Die is subtracted from the result of the Plus Die to determine a roll's final outcome.

Precious Things: Physical treasures with special effects that may be owned by characters.

Racial Ability: Each race possesses unique talents or predispositions. Some of these are effects that cannot be duplicated by Traits.

Roll Versus: The core mechanic of every game I've ever written. The act of rolling against someone else's roll (a Contest) or against a fixed value (a Heroic Feat.)

Set: A group of two six-sided dice consisting of a Plus Die and a Minus Die. All rolls in this game involve using a Set of dice.

Skill: A mundane ability a character is proficient at.

Special Ability: A special ability is an innate positive ability possessed by a character.

Spell Card: An especially customizable, potentially extremely powerful effect that can be invoked by players. Use is limited by the number of Bombs the character possesses.

Stage: One location where events in the game unfold. Multiple Stages comprise an Incident.

Stage Limit: The number of times certain spells can be cast during the course of a single Stage. When the Stage changes, the Stage Limit is reset.

Supernatural Border: A brief period of invulnerability.

Traits: Traits are positive aspects that characters can possess. There are three types: Special Abilities, Magical Spells, and Precious Things.

VERY BAD THING: Negative aspects PCs can take on in order to gain temporary Fandom Points when they're in a pinch. A couple races start with VERY BAD THINGS.



CHAPTER I - CHARACTER CREATION



Character Concept

The very first step in creating a character is to have some semblance of how you would like your character to be. If you need inspiration, then look no further than the later sections of this book, where the various personalities of Gensokyo are profiled and easy to draw inspiration from. Of course, you needn't draw inspiration from just Gensokyo's denizens alone; a great deal of the inspiration behind the Touhou Project comes from real-world mythology and science fiction.

To start with, your idea can be very basic; a single sentence, something like "A drunken shopkeeper from the Human Village with a penchant for procrastination," or "A quiet, dutiful Tengu with a tomboyish streak."

This single sentence can say a lot about your character, helping the GM to design an Incident suitably tailored for her cast, giving the other player characters a general idea of what to expect from, and how to relate to your character.

Appearance

For a setting where the attention to detail for the outfits of the characters has always been an important aspect, it only seems right that your newly created Touhou character also has the same. Of course, it may be difficult to complete this step without first carrying on with character creation process, and then coming back to finish up here once you've reached the point where you've purchased clothing and accessories. This might sound like a tricky thing to do at first, but it's really a very simple task. If you have purchased, say, a blouse for your character, simply by describing the article as a long-sleeved white blouse, you will have added a dimension of detail to your character that wasn't there previously. Your character can actually gain various bonuses thanks to well-defined clothing choices!

The more information you can provide about your character, the more vibrant and colorful the Gensokyo you adventure in will be. Take this opportunity to have fun and be creative!

It's All in the Details!

Of course, more information is always better, too. By providing even more detailed information about your character's personality, history, and appearance, you can actually earn additional Fandom Points to spend during the rest of the character creation process.

You can find out more details about how to do this in the Endearments section of Chapter III – Special Stuff.



Introducing Izanami Hashidoi

Say hello to Izanami! She has graciously volunteered to be my prototype Touhou character. Alongside all of the rules for character creation that follow, you can occasionally check in with her own development in these little sidebar sections if you'd like to see an example on how certain aspects of character creation are carried out.

Unfortunately for now, poor Izanami just gets to be a ghetto Momiji photoshop. Sorry Izanami!

Izanami's Concept

Well, this is simple! The concept behind Izanami Hashidoi was actually used as the example in the Character Concept section earlier in this chapter. She's the quiet, dutiful White Wolf Tengu with a tomboyish streak. There's actually a lot more to her than just this, but I will save the details for later, where I can supply them to earn more Fandom Points later in the character creation process.

Almost Human

It probably comes as no surprise that humans all appear quite human, but one of the most endearing things about Gensokyo's supernatural denizens is that they also appear more or less human as well, even if this isn't the case with their more contemporary mythological depictions.

However, in spite of their mostly-human forms, many of them still possess various vestigial traits like horns, tails, or wings which plainly mark them as having an otherwise inhuman origin.

Girls! Girls! Girls!

One of the most notable things about the cast of the Touhou universe is the overwhelming number of female characters. In a cast of well over 100 members, there are only about 5 males, and one of them is a turtle!

Odds are the majority of characters made for this game should be and probably will be women too, but there's nothing saying that there can be no male characters either. There is no statistical difference between female and male characters.

Honestly, I'm certain the actual split between the sexes in Gensokyo is probably something like 50/50, it's just the girls tend to be the ones that get themselves into more interesting situations.



Start With the Basics

Although the more flowery details about your character's appearance might have to wait until you're at the point where you're purchasing her wardrobe, a character sheet features some entries where you can define some of her basic characteristics like her race and gender (I am using female pronouns by default because most characters will likely be female), her hair and eye color, as well as her height and weight.



Izanami's Appearance and Race

For now I am going to heed my advice and hold off on going into great detail about Izanami's appearance until after I've bought her some clothing and equipment. But there are things I already know about her.

I won't lie; I had already decided beforehand that she was going to be a White Wolf Tengu. She is, of course, a girl. She's gonna be kind of short and spindly, so I've decided she'll be 152cm tall and weighs an immense 39kg. Her eyes are a lilac purple shade, and she has black hair. (What's this? Black hair on a White Wolf Tengu?! More about this later on.)

So her character sheet basically looks like this so far:

Name: Izanami Hashidoi	Age: 346
Race: White Wolf Tengu	Sex: Female
Eyes: Lilac	Hair: Black
Height: 152cm	Weight: 39kg

Other details about her appearance, mostly her wardrobe and such, I will fill in later once I'm at the point where I'm buying her equipment.

Choosing a Race

Gensokyo is populated by a number of different races, all of whom are at odds to varying degrees with all the others. Fortunately the time-honored practice of being suspicious and unfriendly to those of a different background than you is easily trumped by personal friendships and even just regular exposure and routine. At the very least, differences are temporarily forgotten in the face of greater threats.

The term “Youkai” is sort of a catch-all term for any sort of supernatural entity. Practically every nonhuman race available can be considered Youkai and sometimes even humans can become Youkai. For the sake of clarity however, I am only referring to certain Youkai who have ascended to that status from being mundane animals or things as Youkai. Other types of creatures that could be considered Youkai, such as the Tengu, Oni, Ghosts, etc. which already feature proper names are instead referred to by those names.

Notable Examples

Accompanying each entry is the name and image of a Touhou Project character who serves as an excellent example of that particular race to help give you a better idea of what a member of that race looks like. More details about the featured character can later be found in Chapter V – Gensokyo.

Racial Abilities

Each of the races all have abilities that help to make them unique. Some of these may be very simple, very common abilities, like Flight, or they can be more complex affairs, such as manipulating insect swarms.

With the exception of those racial abilities that emulate Traits like magical spells, it is not possible for an outside force to prevent or negate the effects of one unless otherwise specified in the description of that racial ability.

Very Bad Things

Races with especially powerful racial abilities are sometimes offset by very bad things, negative traits that can make playing a character of that particular race an interesting challenge.

It is possible to eventually overcome the effects of a very bad thing, but the price to do so can be costly.

Beast Youkai

Beast Youkai are the product of regular animals that have lived a considerable length of time and have achieved a sort of supernatural sentience. Upon becoming Youkai they attain more human-like forms, though they almost always retain some vestigial animal features such as ears and tails. Beast Youkai don't consider themselves animals, but do tend to show a certain degree of kinship with, and are protective towards animals of the same type that they once were.

As a single entity, beast Youkai comprise the largest segment of sentient population in Gensokyo, but individual interests as well as the interests of their species of origin prevent them from operating as any sort of cohesive group. There are several common types which are featured here, but there are also many other types. Although beast Youkai may live for several centuries, they always appear youthful.

Racial Ability: Flight

All beast Youkai are capable of flight as per the Special Ability of the same name; even if the type of animal the Youkai ascended from was not previously capable of doing so.



Cat (*Nekomata*)

Notable Cat Youkai: Chen

Though they may have taken a more human form, Nekomata retain a great many of their feline habits. When they were regular cats they might have felt inclined to ingratiate themselves towards humans, but now that they've achieved a measure of power, they're much more capable of fulfilling their own fickle desires. Even if they had been well-treated by humans in the past, a Nekomata might still pose a danger.

Black magic seems to come naturally to these cat Youkai, who tend to rely more on magical abilities and intelligence rather than any sort of physical strength.

Nekomata appear mostly human, save for their cat-like ears and distinctive dual tails.

Racial Ability: That Old Black Magic

A Nekomata gains a +2 bonus to her roll to strike when casting any ailment-causing spell upon an opponent.



Bird (*Night Sparrow*)

Notable Bird Youkai: Mystia Lorelei

Bird Youkai tend to be supremely confident in their abilities, even in the face of serious threats. Like most other beast Youkai who have lived their lives free of at least a partial dependence upon humans, they tend to be very aggressive. Night Sparrows are difficult to befriend, and usually it simply can't be done without fighting with them at least once.

Night Sparrows single out their prey, preferring to seek out careless travelers on lonely roads, or separating them from their peers. Night Sparrows possess amazingly beautiful voices, which they often use in conjunction with their ability to create darkness. With these two abilities, singling out targets is relatively simple.

Feathery hair, tufted owl-like ears, and feathered wings on their otherwise human form are the hallmarks of a bird Youkai.

Racial Ability: Blanket of Darkness

Once per night a bird Youkai may envelop an entire Stage in a Blanket of Darkness. She may only use this ability at night, after the sun has disappeared below the horizon and before it creeps back above during the next morning. A Blanket of Darkness can actually be prematurely ended by a sunrise if the Youkai uses her ability too close to the dawn.

Outside of combat Blanket of Darkness can be done at will, but in the middle of a fight this may only be done on the bird Youkai's turn and counts as her action. It can be useful for aiding in an escape.

Racial Ability: Blanket of Darkness (Cont.'d)

This unnatural darkness is like a thick, black fog, and those affected by it are only able to see about 2 meters around themselves. All enemies of the bird Youkai experience a -2 penalty to hit with their primary attacks while under the effect of the blanket. This effect is powerful and there is no easy way to resist its effects, although Blanket of Darkness may be dispelled by a Light spell. Bird Youkai are not immune to the Blanket of Darkness effects invoked by other Bird Youkai.

Racial Ability: Singsong Voice

Thanks to her lovely, enchanting voice, a bird Youkai gains a +2 bonus to any Bluff, Proper Behavior, and possibly other social rolls that might be influenced through the use of her voice at the discretion of the GM.



Fox (Kitsune)

Notable Fox Youkai: Ran Yakumo

One of the most famous types of Youkai, at least in the outside world, Kitsune have a reputation for being notorious tricksters. In actuality, it's less that they like to pull pranks and more that they are extremely cunning. A Kitsune never does anything rashly, always carefully thinking things through before acting. Kitsune can be loyal friends or dreadful enemies.

Fox Youkai, unsurprisingly, are human in appearance but feature the ears and tail of a fox. Moreover, she acquires more and more tails the longer she has lived, up to a maximum of nine. An additional tail is gained every century, give or take a few years.

The older a Kitsune is, the more tails she has, the more powerful she is. Although it's been said that fox Youkai favor creating complex illusions, the simple fact of the matter is that fox Youkai are capable of being good at just about everything provided they invest the time to learn, and learning is what they love to do. Truly, this is the real strength of the Kitsune.

Racial Ability: Telltail Sign

This is one of the few racial abilities that may be upgraded by spending Fandom Points. Mechanically, there is no difference between a Kitsune with one tail or with six tails, though for role-playing purposes the latter has seen and experienced more, of course. However, there is a certain amount of prestige and additional power that comes with those Kitsune with seven or more tails, and these may be purchased during character creation.

#Tails:	Cost:	Benefit:
1-6 Tails	0 FP	+1 Cunning, 5 Skill Points
7 Tails	2 FP	+1 Cunning, +1 Charm, 10 Skill Points
8 Tails	8 FP	+2 Cunning, +1 Charm, 15 Skill Points
9 Tails	14 FP	+2 Cunning, +2 Charm, 20 Skill Points

As a single campaign is not expected to span centuries, the number of tails a Kitsune starts a campaign with is probably going to be the same amount she finishes with. However, should a centennial birthday fall within the scope of a campaign, and the fox Youkai character is due up for her seventh, eighth, or ninth tail, at the GM's discretion may be entitled to the mechanical benefits of a new tail provided that she has already earned it's benefits throughout the course of the game.



Insect

Notable Insect Youkai: Wriggle Nightbug

Often looked down upon by other beast Youkai, insect Youkai seem to feel that they need to prove themselves to the world. Those types of insects that are not considered pests by the other races of Gensokyo, fireflies, butterflies, etc. are those types which are most likely to become Youkai.

Upon achieving their human-like form, about the only vestigial insect feature they tend to keep are their antennae. Wings are actually extremely rare, though their presence or absence does not affect their ability to fly.

Alone, an Insect Youkai is not especially fearsome, but because they possess great potential to control and work with other insects, it's quite possible for them to become a genuine threat.

Racial Ability: Control Insects

An insect Youkai is capable of controlling non-Youkai versions of the same species of insect the Youkai herself used to belong to. In any area where one might expect to find many insects of the requisite type (namely outdoors during the day, or outdoors during the night, or perhaps sometimes in caves), the insect Youkai is capable of rallying them to come to her aid.

Provided the Stage is environmentally suitable for the insects to be found in, or that the Youkai has convinced a swarm of insects to follow her into other types of areas, she may call upon a swarm of insects to come to her aid. It will be quite apparent when an insect Youkai has a swarm summoned, even outside of combat.

Summon Swarm: Outside of combat, this can be done at the Youkai's leisure. In combat, summoning a swarm requires the Youkai to spend an action. Once summoned, the insects will swarm around her, but will remain somewhat scattered and be impossible to target. This swarm shall remain with the Youkai until she dispels it or sacrifices it in an attack or defense.

Insect Barrier: After having summoned a swarm of insects, the Youkai may cause them to close ranks and form a barrier to protect her from one round's worth of normal attacks. At the conclusion of the round in which they were used in such a fashion, the swarm is decimated to the point of uselessness and dispelled. The barrier must be summoned before any attack rolls are made. Additionally, an Insect Barrier cannot stand up to any assaults derived from spell card effects.

Racial Ability: Contol Insects (Cont.'d)

Insect Assault: After having summoned a swarm of insects, the Youkai may use them to unleash an attack upon her foes. For all intents and purposes, she has 3 attack rolls for the swarm, which she may divide among any number of viable targets however she wishes. A swarm attack counts as a physical attack. The swarm is decimated in the assault, and is unable to reform for subsequent uses. Should the defender use a spell card in response, the Insect Assault is slaughtered.

Insect Hindrance: Instead of expending the swarm in an attack or a defense, the Youkai may choose to have the swarm harass and distract a single target, obstructing its view and otherwise being a hindrance. Targets being harried by the swarm experience a -1 penalty to all their rolls. The swarm will continue to bother the target until the Youkai uses Summon Swarm to recall and reform it for another purpose, or until the target invokes a spell card, which will consume the swarm as it goes off.

Disband Swarm: Outside of combat, this can be done at the Youkai's leisure. In combat, disbanding the swarm may only be done when the Youkai may perform an action, but it does not consume an action itself.

The insect Youkai may use any of these abilities however many times she wishes, so long as there's a swarm to work with. Assuming the stage she wants to summon the swarm in was hospitable, there is assumed to be one swarm's worth of insects contained within. If that swarm is destroyed or expended during the course of that stage, she may not summon another one. If the insect Youkai has summoned the swarm in a hospitable stage, and has since moved on to an inhospitable one, disbanding the swarm makes it impossible for her to summon it again until she returns to a swarm-hospitable stage.



Rabbit

Notable Rabbit Youkai: Tewi Inaba

Rabbit Youkai are the most common type of beast Youkai found in Gensokyo. At first glance, it's very easy to confuse a rabbit Youkai with a Moon Rabbit, the two are very similar in appearance but rabbit Youkai possess tails, whereas Moon Rabbits do not. Rabbit Youkai are just as capable of being as vicious as any other beast Youkai, but they tend to be benevolent in nature. Seeing one is often considered a sign of good luck.

The truth of the matter is that rabbit Youkai are capable of swaying someone's fortune in either direction.

Racial Ability: Fortune/Misfortune

Once per day, a rabbit Youkai may change the fortune of another individual. If she wishes fortune upon someone, the next three rolls that individual makes gain an additional +2 bonus. If the individual is a Human (Humans are especially susceptible to fortune) the bonus is +4 instead. If the rabbit Youkai has had her ire roused by someone, she may instead choose to invoke misfortune. Misfortune causes an individual to suffer a -2 penalty to the next three rolls they make. (Similarly, a Human struck with Misfortune causes a -4 penalty instead.)

The rabbit Youkai may not use this ability upon herself.



Spider

Notable Spider Youkai: Yamame Kurodani

Differing from just about every other beast Youkai, spider Youkai possess virtually no vestigial creature-traits. Instead, dark-colored eyes are about the only consistent trait all spider Youkai possess. There is a stigma surrounding spider Youkai, which tends to result in everyone else avoiding them despite the fact that they actually tend to be much more friendly and personable than those who do the avoiding.

The ability to infect people with toxins is why spider Youkai are avoided. The relative ease with which this can be done has made others, both human and other Youkai alike, fearful of spider Youkai.

Racial Ability: Poison Touch

Once per day, a spider Youkai may, at any time, infect something they touch with one of a few different toxins they naturally produce. When anyone other than a spider Youkai touches said thing, said individual is immediately affected by the toxin. From the time a thing is infected, the toxin has a duration lasting until the end of the current Stage. Of course, the spider Youkai can just opt to directly apply her poison by touch to an individual, as well.

The infected object must be small, not weighing much more than 100g or, if diluted in a liquid, is of no greater volume than 500ml. For the sake of simplicity, even if an infected object such as

food or drink is divided amongst multiple people, the first person to fall victim to be exposed to the toxin is the only one affected.

Ailment-causing toxins can be particularly tricky where combat is involved, as any ailments applied will be wiped off if the attack causes the loss of a life. Basically, the only way to use toxins in conjunction with an attack is to hope to cause a Graze, as a Graze still counts as touching.

Fatal Toxin: This toxin consumes 1 Life from an individual who touches the infected item. If used in conjunction with an attack (such as infecting a projectile), unless the attack is a Graze, it has no additional effect as both the poison and the attack would both be consuming the same life.

Slowing Toxin: This particular toxin reduces both the physical and mental capabilities of an individual, temporarily reducing their Cunning and Finesse both by 2 until the end of the Stage or a loss of life occurs.

Sleeping Toxin: In a combat situation, the sleeping toxin has a fairly limited application. If the attack is a Graze, it will cause the target to gradually fall asleep. If the target is flying, her main concern will be to land and then immediately drift off. Outside of combat, this toxin will cause someone to sleep for two hours uninterrupted. After the first 10-15 minutes, a vigorous shaking can rouse a target infected with this toxin.

Racial Ability: Immunity to Poison Touch

Spider Youkai are naturally immune to the poison touch abilities of other spider Youkai.

Constructs

Constructs are Youkai that have been created by magical means. As with Beast Youkai, Constructs almost always have mundane beginnings, starting their existences as simple servants and the like, and becoming Youkai with the passage of time.

Compared to other types of Youkai in Gensokyo, Constructs are extremely rare.

Racial Ability: Immunity to Poisons

Constructs, not being of flesh-and-blood, are impervious to the effects of poisons of all kind. However, this does not mean that they are immune to all sorts of ailments. Magical or other means of causing paralysis, blindness, etc. may still affect the Construct.

Racial Ability: Tireless

Constructs never feel compelled to sleep. They are capable of maintaining their regular activities day in and day out without the need for rest.



Artifact Spirit

Notable Artifact Spirit: Medicine Melancholy

Artifact Spirits were originally mundane objects, typically those crafted by Humans (or more rarely, Kappa), for use in every day life. They almost always begin their lives as simple tools for their creator, hairbrushes, combs, shoes, dolls, but as time goes on, they may become sentient, independent beings.

Depending upon how they were treated throughout their early existence, Artifact Spirits may have arrived at certain conclusions about entire groups (namely Humans) depending upon how they were treated all that time. If an Artifact Spirit had been well taken care of and lovingly maintained, she is apt to fondly remember her master and if she's still around treat her kindly. Abusive or neglectful masters are not so fortunate, as Artifact Spirits tend to be very resentful. If an Artifact Spirit were boxed up and forgotten for decades before becoming Youkai, she might be very lonely and crave attention.

Racial Ability: Blank Slate

Artifact Spirits are especially malleable, and they are capable of shirking certain aspects of their being easier than others. The Fandom Point cost of paying off Endearments and Very Bad Things for Artifact Spirits is halved (rounded up).





Poltergeist

Notable Poltergeist: Merlin Prismriver

A Poltergeist is a spectral duplicate of another being crafted through strong emotions, spiritual power, and ritual. Because a Poltergeist is a copy, it's possible for the Poltergeist and the person they are a duplicate of to exist at the same time, though Poltergeist is apt to persist after the source individual has long since passed on.

Poltergeists appear as spectral versions of the people they're based upon. To the casual observer, it can be difficult to tell the difference between a Poltergeist and a Ghost. In spite of their spectral nature, Poltergeists have a definite physical presence.

Racial Ability: Flight

All Poltergeists are capable of flight as per the Special Ability of the same name.



Fairy

Notable Fairy: Cirno

Fairies have a reputation for being amazingly stupid, and it's rightly earned. Although a handful have earned their shiny golden stars, because Fairies are so abundant, the stupid ones are especially abundant.

Fairies are sort of a manifestation of nature, and each one possesses an elemental affinity of some sort. Fairies tend to be carefree and are predisposed towards mischief and rash actions.

All Fairies can fly, and wield magic appropriate to their elemental nature.

Racial Ability: Flight

Through varying combinations of their actual wings and their magic, all Fairies are capable of flight as per the Special Ability of the same name.

Racial Ability: Elemental Nature

Fairies are able to use the Cantrip that matches their own elemental nature the closest. Ice Fairies are able to use Ice Cantrip, Harvest Fairies gaining access to Nature Cantrip, and so on.

Racial Ability: Elemental Resistance

Fairies possess an Elemental Resistance that matches their own elemental nature the closest. Fire Fairies have Fire Resistance, that sort of thing.

VERY BAD THING: Statistic Lockdown!

A Fairy can never again raise her Cunning statistic after the character creation process is completed.



Ghost

Notable Ghost: Yuyuko Saigyouji

Ghost usually won't realize that something is wrong with herself until she notices she's stopped aging, or how the rest of her friends and family have died, leaving them quite alone. All Ghosts are cursed to wander this earth until they are properly put to rest. What this entails varies greatly from Ghost to Ghost.

This might sound appealing, like some form of immortality, but it really isn't. Everyone she knows will die, everything she knows will change, and as time goes on she will begin to forget everything, leaving only her personality intact.

Racial Ability: Flight

In spite of their physical manifestations, Ghosts are still spirits and are capable of flight as per the Special Ability of the same name.

Racial Ability: Shadows and Dust

Already being dead, Ghosts cannot die. Although they have Lives like the other races which behave exactly the same as Lives for the other races, should a Ghost run out of her Lives she may automatically Continue without having to pay the Fandom Point cost. A Ghost gets 3 of these "free" Continues per Incident. Each time one is used, she forgets some important piece of information or about someone dear to her. Should she use all of these Continues and then go on to lose all of her lives again, the memory she loses this final time is of her involvement in the current Incident. She instead returns to her home to wander aimlessly, effectively receiving a Bad Ending for the current Incident.



Half-Phantom

Notable Half-Phantom: Youmu Konpaku

Half-Phantoms (and Half-Humans) are a real oddity amongst the denizens on this side of the Hakurei Barrier, possessing two bodies. One body is indistinguishably human in appearance and the other is very much in the form of a phantom. In terms of personality and behavior, Half-Phantoms seem to retain the quirks of humanity. In fact, it is only the constant presence of her phantom-body close to her human one that gives her unnatural heritage away.

It is not certain how Half-Phantoms came to be, nor is it known if they are actually alive or dead, because they seem to be both.

Racial Ability: Two Bodies Are Better Than One

Half-Phantoms (and Half-Humans) are a real oddity amongst the denizens on this side of the Hakurei Barrier, possessing two bodies. One body indistinguishably human in appearance and the other is very much in the form of a phantom. In terms of personality and behavior, Half-Phantoms seem to retain the quirks of humanity. In fact, it is only the constant presence of her phantom-body close to her human one that gives her unnatural heritage away.

It is not certain how Half-Phantoms came to be, nor is it known if they are actually alive or dead, because they seem to be both.

Racial Ability: The Luck of the Gods

Humans gain a +1 bonus on every roll they make.

Racial Ability: Work Ethic

A good reason to keep Humans around is that they're good workers! Humans gain an additional 5 Skill Points to spend during character creation.



Human

Notable Human: Marisa Kirisame

The humans of Gensokyo are a strong, hardy sort, both physically and mentally. Given that Gensokyo is hidden away in Japan it should come as no surprise that the human denizens hidden away with it are mostly of Japanese descent, but just as some of the residents of Scarlet Devil Mansion moved to Gensokyo from Europe, I guess it might also be possible other humans of various nationalities could have been caught in Gensokyo when the Hakurei Barrier went up, but the odds are probably against it.

Physically, humans are weak compared to Youkai, but are very intelligent and very social creatures. Their cunning nature and their ability to communicate and work well with others can make them troublesome to deal with.



Kappa

Notable Kappa: Nitori Kawashiro

Kappa live most of their lives in and near water, and aren't often inclined to go off adventuring, although it's not unheard of. They are renowned engineers, and enjoy planning and building all sorts of stuff. Kappa are friendly, outgoing, helpful and sincere. Among all the races of Gensokyo, Kappa are most apt to keep their word and be honest in their dealings.

The Kappa have historically lived near water, and given the aquatic nature of Kappa, it should come as no surprise they can operate underwater for extended periods of time. Besides this ability, it is their tendency to have blue or green colored hair which makes them distinctive from Humans.

Racial Ability: The Life Aquatic

Kappa can operate underwater just as easily as they can on land, and although they can't breathe underwater they are capable of holding their breath for up to six hours. While underwater, Kappa are regular speed demons, able to swim twice as fast as they could travel on land.

Racial Ability: Camouflage

It's tough to say what changes exactly, but after being exposed to a particular environment for a short while a Kappa seems to do a really good job of just blending in. In combat, Kappa gain a +1 bonus to their Evasion rolls. Outside of combat they additionally gain a +2 bonus to any Sneaking attempts.

Racial Ability: Gearhead

All Kappa seem have an affinity for machines. When attacking machines, a Kappa receives a +2 bonus on her rolls to strike. For any other Contests and Heroic Feats involving the Kappa and relating to machines (such as using blacksmithing to forge parts or assemble a machine, or lore to determine the workings of some newly found device) she also gains a +2 bonus to her rolls.



Lunarian

Notable Lunarian: Eirin Yagokoro

As their name might suggest, Lunarians hail from the moon. Save, perhaps, for a tendency to have lighter colored hair, they are otherwise indistinguishable from Humans. They differ from Humans in one major area: lifespan. Lunarians have an immense lifespan. Many Lunarians are over a thousand years old. Some are much older.

Despite the fact that Lunarian society is very advanced, the fact that they are sometimes encountered in Gensokyo suggests that all may not be well in paradise. Those encountered in Gensokyo are often in exile, many times self-imposed.

Racial Ability: Master of Magic

The near-timeless Lunarians may have been the very originators of magic itself! Intimately familiar with the workings of magic, Lunarians know what to expect from it and gain a +1 bonus to their rolls to evade magical attacks of any kind.

Racial Ability: Picture of Health

Lunarians are immune to all naturally occurring sickness and disease. Nor can they die from old age or other natural causes. This does not safeguard them from curses, magical ailments, accidents, or just plain getting their dumb asses killed.



Magician

Notable Magician: Patchouli Knowledge

Magicians are a type of Youkai virtually indistinguishable from Humans in appearance. Although they have a reasonably human outlook on things, they do tend to be introverted and aloof. Physically, they are very slight and fragile, but they make up for this shortcoming with a natural affinity for magic.

It is possible that some Magicians might have once been Human in the past, but have since moved on to bigger and better things.

Racial Ability: Flight

Empowered by their magic, all Magicians are capable of flight as per the Special Ability of the same name.

Racial Ability: Every Hour is Witching Hour

The Stage Limit of any spell in her repertoire is effectively double what it would be for a normal spellcaster. (Basically, she will get two casts per Stage Limited spell purchase rather than one.).



Moon Rabbit

Notable Moon Rabbit: Reisen Udongein Inaba

Moon Rabbits are soldier-servants of the Lunarians. It is possible that they may or may not be life forms created by their technologically advanced masters. Their human-like forms are made distinctive by their large floppy rabbit-like ears, from which they take their name. All Moon Rabbits have undergone basic military training at the very least, tend to address their problems in a serious, levelheaded manner, and act professionally almost all the time.

Moon Rabbits usually show up in Gensokyo because of an exiled master. More rarely, they themselves are rebels or deserters.

Racial Ability: Grace Under Fire

All Moon Rabbits are capable of sending telepathic messages to any other Moon Rabbit, regardless of the distance between them. Messages sent are directed at a specific individual, are instantaneous, and are comprised only of words akin to hearing the voice of the sender in the recipient's head. There is no limit to the length of the message that can be sent. Moon Rabbits can choose to block out any incoming messages, though the sender won't know that the recipient did not hear her message. It is not possible for a third Moon Rabbit to eavesdrop on the telepathic conversation between two others.

Racial Ability: One Of Us

Moon Rabbits have a default Hitbox Rating of -1 instead of -2.



Oni

Notable Oni: Suika Ibuki

Oni sport a large pair of horns and despite their appearance, they are tremendously strong beings. In Gensokyo's past they were much more commonplace, but due to strained relationships with members of other races, these days they mostly prefer to keep to themselves, maintaining a distance from the other races and choosing to dwell underground. A few come to the surface for various reasons, usually related to alcohol in some way.

Oni are probably the best drinkers in all Gensokyo, and although a few other races can boast all sorts of fantastical magical abilities and powers, the Oni can drink each and every one of them under the table.

Racial Ability: Take On The World!

After having 3 drinks, an Oni feels like she can handle anything! While under the influence, an Oni's statistics are treated as being 3 higher than they actually are.

Additionally, an Oni is naturally more resistant to the effects of alcohol and incurs a -1 penalty for every 3 drinks she has instead of every 2. If she has Alcoholic Tolerance, this is still only increased to 4 drinks.

Racial Ability: Unparalleled Might

Oni are strong. Really, really strong. For the purposes of Contests and Heroic Feats (not any Combat rolls, however), the Oni's Might statistic is treated as being double its actual value.

VERY BAD THING: Endangered Species

It is not possible for an Oni to gain any more lives except those provided at the start of an Incident.



Tengu

The Tengu are mysterious and aloof, with most of them secluded from the rest of Gensokyo in their city atop Youkai Mountain. Despite the decision to distance their society from the rest of the world, they are very watchful and curious about all the goings-on in Gensokyo, and when something happens it's almost a certainty that the Tengu know about it.

There are two types of Tengu most commonly encountered in Gensokyo, the higher-ranking Crow Tengu, who serve to gather information, and the lowly White Wolf Tengu, who typically serve as sentries on Youkai Mountain to safeguard the borders of the Tengu stronghold.



Crow Tengu

Notable Crow Tengu: Aya Shameimaru

Aside from the great Tengu Lords of the mountain, these Tengu possess the highest social standing in the Tengu community. Crow Tengu appear human, save for their black wings, which they can manifest or dispel at will. They can still fly without them, but they tend to be present when performing more demanding maneuvers.

Crow Tengu are said to be Gensokyo's fastest and best fliers.

Racial Ability: Eagle Eye

Possessing amazing eyesight, Crow Tengu can see and identify people and things three times farther away than any other residents of Gensokyo. For any Contests or Heroic Feats involving eyesight and recognition, Crow Tengu gain a +2 bonus to their rolls.

Racial Ability: Superior Flight

Crow Tengu are able to fly as per the Superior Flight Special Ability.



White Wolf Tengu

Notable White Wolf Tengu: Momiji Inubashiri

The soldier-class of the Tengu. Although White Wolf Tengu do not rank especially high in the Tengu hierarchy, various individual Tengu of this caste can (and have) been recognized by, and earn respect of their social betters.

White Wolf Tengu appear human, save for their wolf-like ears and tail. White Wolf Tengu are very loyal to their superiors and friends, and have a strong sense of honor and fair play.

Racial Ability: Best Friends Forever

A White Wolf Tengu is capable of forging especially strong relationships with others. She may create and maintain up to two such bonds. This is not a quick process; with new bonds often require the span of a whole Incident to form.

Both her, and anyone to whom she is attached, gain a +1 bonus to all of their attack and evasion rolls if they are fighting together on the same side. This is not cumulative, so even if she is fighting with two close friends, this does not increase the bonus to +2. Should she come under the influence of the Confusion ailment, or some other form of mind control, a White Wolf Tengu will still never attack or otherwise act against anyone she's bonded with.

These bonds may only be broken by the other party and not by the White Wolf Tengu, who will be devastated, causing a -2 penalty to all of her rolls until the end of the current Incident. Such close friendships broken in this fashion can never be restored.

Racial Ability: On Guard For Thee

Watchful sentinels, White Wolf Tengu gain a +1 bonus to their rolls for any Contests or Heroic Feats for Awareness checks involving sight, sound, or smell.



Vampire

Notable Vampire: Remilia Scarlet

Vampires actually originated outside of Gensokyo, but seem to have made a comfortable home here all the same. Operating in and around Scarlet Devil Mansion, Vampires do all the sorts of things you'd expect them to: Mostly operating at night, and drinking blood.

Their bat-like wings betray their otherwise human appearance. I guess they may be a little more pasty than most other Gensokyo residents, as well.

Generally more powerful than other races, this is counterbalanced by their long list of weaknesses, the foremost being sunlight.

Racial Ability: Flight

Between their bat-like wings and supernatural abilities, all Vampires are capable of flight as per the Special Ability of the same name.

Racial Ability: Shapeshift - Bat

Vampires can turn into a bat at will! Although if this is done in combat, it may only be done when the Vampire is allowed to act and it counts as her action. When in bat form, her Flight ability is upgraded to Superior Flight (as per the Special Ability of the same name.). Should, during the course of her adventuring career, the Vampire gain Superior Flight capabilities in her human form, then shapeshifting into a bat will no longer improve her flying abilities. Moreover, if she gains the Supreme Flight ability, shifting into bat form will actually reduce her flying capabilities back to those of a superior flyer.

While in bat form, a Vampire also counts as a Tiny target.

Racial Ability: Creature of the Night

During the night, or when indoors in a room with no windows, a Vampire receives a +2 bonus to each of her statistics. Any indirect exposure to daylight (such as being indoors, in the shade of a tree, or under a parasol) confers neither penalties nor bonuses of any kind. Being exposed to direct daylight causes the Vampire to suffer a -2 penalty to each of her statistics.

The magical spell, Light, although being incapable of directly duplicating daylight, is still strong enough to prevent a Vampire from gaining any bonuses should she be caught in it's glow.

The Main Statistics and What They Do

These six statistics represent all the facets of your character that will be used to interact with the Touhou Project world. They influence her ability to deal with other player characters and non-player characters in situations outside of combat, they govern her ability perform relatively mundane day-to-day activities (if you could consider making a tea blend sought after by the rest of Gensokyo, or creating independently operating animated dolls or poltergeists as “mundane”) as well as play a direct role in her combat capabilities and subsequent effectiveness.

Might

Might is a measure of one’s physical power, both in matters of raw strength and endurance. Although the role of Might in Spell Card duels is relatively minor, outside of them it can make the lives of those who possess it considerably easier.

Combat Statistic Effect: Lives. For every 2 points of Might (rounded down), a character starts each Incident with an additional Life.

Finesse

Matters of agility, dexterity, and grace fall in the dominion of Finesse. Characters that possess it are more capable of avoiding mundane attacks, and also of effectively weaving their way through elaborate danmaku assaults. Outside of hectic battles, one can judge a person by how they carry themselves, and how they carry themselves is largely reflected by their finesse.

Combat Statistic Effect: Evasion. For every 1 point of Finesse, a character gains +1 bonus on their rolls to avoid being struck by attacks.

Resolve

Mental fortitude, short and simple. When you have been struck by an attack, it speaks to your strength of mind how you are affected by it. Outside of combat, Resolve is a good measure of stubbornness and resistance to mental influence.

Combat Statistic Effect: Hitbox Rating. For every 2 points of Resolve (rounded down), a character’s Hitbox Rating is improved by 1.

Will

Will is the mental counterpart of Might. As sheer force of mind, Will is what powers attacks, both melee and ranged. Envision striking your enemy hard enough and it shall be so. In social situations, Will inspires the use of powerful and impassioned words.

Combat Statistic Effect: Striking. For every 1 point of Will, a character gains a +1 on their rolls to strike enemies with melee, magical, spiritual, or mental attacks.

Charm

The product of many factors, Charm is the summation of a character’s physical and mental quirks and their personality. It’s tough to name everything that influences an individual’s charm, especially because the factors that help to generate one’s Charm might be viewed as positive by some and negative by others. A big part of Charm is awareness, your character’s ability to see and feel things around her which she can then use to her advantage.

Combat Statistic Effect: Bombs. For every two points of Charm (rounded down), a character starts each Incident with an additional Bomb.

Cunning

Not just intelligence, but the ability to creatively think and solve problems. (Or create problems, I suppose.) It is with one's Cunning that the accuracy of their danmaku volleys is determined. Through Cunning, one can also be socially evasive, sort of a mental analogue to Finesse.

Combat Statistic Effect: Reaction. For every 1 point of Cunning, a character gains a +1 bonus on their rolls to determine who acts first.

The Combat Statistics and What They Do

These stats are, for the most part, based upon your character's main statistics, but are subject to modification by other various factors, and are exclusively used in combat situations.

Lives

All characters start with 2 lives at the start of each new Incident, plus any additional lives provided by her Might statistic. Additional lives are earned at 20, 40, 80, & 150 million points. Furthermore, lives may also be gained throughout the course of the Incident in the form of 1Ups.

If, at the time an Incident is started, your character does not have a hat, bow, or some other sort of detailed and prominent head decoration; she automatically loses 1 life before the game even starts. If, during the course of an Incident, some sort of suitable headwear becomes a part of her regular appearance, she will then start future Incidents with 3 lives like most other characters.

A character that is reduced to 0 lives has the option to Continue. Continuing costs 3 Fandom Points. If you cannot pay the three point fee, the character gets a Bad Ending, and her career adventuring in Gensokyo is over.

For every 2 points of Might (rounded down), a character starts each Incident with an additional Life above and beyond the initial 2 lives.

Bombs

A bomb is not an actual bomb per-se, but represents the number of times a character can invoke her Spell Cards. All characters start with 2 bombs at the start of each new Incident, plus any additional bombs provided by her Charm statistic. Additional Bombs may also be discovered during the course of an Incident.

Whenever a character loses a Life, her Bomb counter is reset back to whatever amount she started the Incident with.

For every 2 points of Charm (rounded down), a character starts each Incident with an additional Bomb above and beyond the initial 2 bombs.

Evasion

Evasion is pretty self-explanatory. When your character is attacked, you want to not get hit and Evasion is what lets you do that. For every point of Finesse your character possesses, she gets a +1 bonus on her rolls to avoid being struck.

Hitbox Rating

The more Resolve a character possesses, the smaller her Hitbox is. If an attack lands in a character's Hitbox, then she loses a life. In a round that a character's Hitbox is struck and they lose a life, the Supernatural Border is invoked for the rest of the round and no further hits will cause a loss of life until the next round.

Every Character has a default Hitbox Rating of -2, and for every 2 points of Resolve a character possesses, her Hitbox Rating is increased by 1.

Striking

Much like Evasion, Striking is also fairly straightforward. Striking is used when you're attacking, and is best equated to accuracy. For every point of Will your character possesses, she gets a +1 bonus on her rolls to strike targets.

By default, all characters may attempt to strike once per round, but as your character grows she may later gain opportunities to strike two or possibly even three times per round.

Reaction

Reaction governs how quickly a character gets to act in relation to her companions and her foes. Reaction is typically only determined at the outset of combat, and the order in which the characters and their opponents act is followed until the combat situation is ended.

For every point of Cunning a character possesses, she gains a +1 bonus on her rolls to determine how quickly she acts in combat.

Determining Your Character's Statistics

All characters start with 2 in each statistic, and have another 12 points to distribute among them. Distributed evenly, a character would have 4 in each statistic. At character creation, no statistic may be greater than 8 unless that character possesses a racial ability that would push it above 8 after the aforementioned 12 points have been distributed.

Izanami's Statistics

Everyone has a beginning, and everyone's beginning is equally humble; at least where their statistics are concerned. This was the case with Gensokyo notables like Reimu Hakurei or Aya Shameimaru, it is also the case with up-and-coming residents like Izanami here.

The youngest member of the Hashidoi family was never considered especially remarkable although anyone who knows her would tell you she's exceptionally headstrong and bold, in spite of her otherwise quiet nature. Statistically, this is what Izanami's main statistics originally looked like:

Might	2
Finesse	3
Resolve	4
Will	6
Charm	3
Cunning	6

This had the following impact upon her combat statistics:

Lives	2*
Evasion	3
Hitbox Rating	0
Striking	6
Bombs	3
Reaction	6

(*No hat yet! But she will have one soon!)

Fandom Points

Fandom Points represent the appeal the character has with the Touhou Project fandom, a sort of sway and appeal that grants characters greater abilities. All Traits are purchased using Fandom Points. Main Statistics can be raised with Fandom Points. Endearments and even Very Bad Things may be paid off with them.

In general, by being awesome and by doing awesome things that your character can gain additional Fandom Points in the future. The specifics about being awesome and how this gets you more Fandom Points are discussed in detail in Chapter IV – Playing the Game.

Whenever new Touhou characters are introduced, the fans buzz with excitement. Most of this is based on their appearance and what little information they know about them. These sorts of first impressions go a long way, and as a result, characters just starting out have 10 Fandom Points to spend.

Read Ahead!

It's a great idea to have some sort of idea what you're supposed to be using all these Fandom Points for. The second chapter of this book is dedicated wholly to Traits, Endearments, Very Bad Things, and Spell Cards. They have their own chapter, removed from this chapter about character creation, as a way of making everyone's lives easier in the future when you might need to refer to them later and would prefer not to have them scattered amongst the character creation information.

If you're making a character for the first time, it might be a good idea to skip ahead to Chapter II and peruse the different options available to you. Once you've got an idea of what you'd like, you can come back to here and pick up where you left off. Don't worry, there's no rush, I'm certainly in no hurry.

Purchasing Traits

There are a number of things each character possesses that helps to make them unique and special, setting them apart even among their own kind species.

At creation, all characters can purchase Traits with their Fandom Points, though unlike any Racial Abilities they may possess regardless of what their statistics are, these abilities may have certain prerequisites that must be met before they can purchase them.

Traits come in three basic forms, Special Abilities, Magical Spells, and Precious Things.

Taking Endearments

Don't be fooled by the name! Endearments are largely negative traits; failings and flaws that can further endear the character to the fandom because they think your character's suffering and flaws are cute. Endearments may be taken by a character in exchange for additional Fandom Points, although a character may not gain any more than 10 Fandom Points through Endearments.

If a character is reduced to 0 Lives and has no Fandom Points to pay to Continue, she may opt to pick up Endearments on the spot to create the points needed. The Endearments chosen have to make sense after the character returns. If a character has 10 Fandom Points gained from Endearments already, with no Fandom Points currently free, and she is reduced to 0 Lives, she cannot take another Endearment, and will have to take on a Very Bad Thing, or she is subject to a Bad Ending.

Living Up To Expectations

Fans are very fickle in who they like and why. When a character is endeared to them, they expect that character to behave in a certain way. Certain Endearments come with Expectations, which are a sort of behavioral goal that the character should try meet when given the opportunity because it can reward them with an additional Fandom Point. Meeting an Expectation almost always creates more trouble for the character or her companions, requiring them to intentionally sabotage their own rolls, or to choose more difficult courses of action.

Unfortunately, to prevent a nonstop parade of ridiculous behavior in an effort to exploit Expectations, a character may only gain 1 Fandom Point per Expectation per Incident.

The details for an Endearment's Expectation can be found in the entry for each Endearment.

Very Bad Things

Very Bad Things are very similar to Endearments, but there is nothing cute about them. They are far more dangerous to cope with, and very difficult to overcome. They can be taken when a character needs Fandom Points, but is already at their limit for Fandom Points through Endearments. Taking on Very Bad Things is the final course of action to stave off a Bad Ending. A few races suffer from a Very Bad Thing by default.

Of course, some Very Bad Things may afflict a character against their will. Ancient items may carry with them curses that afflict the character, or running afoul some angry god might put her in the running for a hex.

You are limited to gaining a maximum of 6 Fandom Points through taking Very Bad Things. If, for some awful, terrible reason your character has 6 points in Very Bad Things already when she is reduced to 0 Lives, then a Bad Ending is unavoidable.

Izanami's Traits and Endearments

Because I didn't have everything memorized, I had to follow my own advice and skip ahead to Chapter II to read up on the Traits and Endearments I could imbue Izanami with. In the end, with choices from each of the three varieties of Traits, this is what I went with:

- (6) Special Ability - Prodigy
- (2) Special Ability - Detective
- (4) Special Ability - Photographic Memory
- (2) Magical Spell - Flight
- (4) Precious Thing - Burning Spirit

Now, as you can see, I spent more than the 10 Fandom Points I was originally supplied with! I spent 18 in total, as a matter of fact! So, faced with my crippling Fandom Point debt of -8, I need to take some Endearments to bring that back up to 0 at the very least. It is not possible to run a Fandom Point deficit. If you find yourself unable to keep your character's Fandom Points at 0 or higher, then you'll have to make some decisions about what Traits you'll have to get rid of for now.

Fortunately for me, I've got a master plan. Here are the Endearments I've gone with for Izanami.

- (2) Outcast - White Wolf Tengu
- (2) Snores (Expectation)
- (3) Inferior Specimen (Expectation)
- (3) Biography

The first two are nice and simple. You take the Endearment, you gain the Fandom Points. The first two I selected even have Expectations, which give me small in-game goals I can meet by making sure Izanami behaves in certain ways to earn additional Fandom Points.

The second two are a little more subjective, and are explained in a little more detail in sections of their own.

Writing Biographies

In order to take the Biography Endearment, I had to put together a small article about Izanami that explains things about her a little more in-depth. I decided that I would create a typical sort of article, to provide you guys with an idea of what a Biography worth 2 Fandom Points should look like (but I'm cheating and awarding it 3 for now to prove a mechanical feature later on).

In all the time I've been writing up complex characters for the RPGs of other friends, there have been three key areas that get focused upon: Appearance, Personality, and Background

Personality and background are pretty self explanatory, even appearance isn't hard to grasp, although handling it before you've actually purchased a wardrobe can be a little tricky there's nothing saying you can't do it that way. Just make sure you're going to be buying the stuff you fancy your character wearing when the time comes. If you'd rather not do that, then bounce ahead a few steps and buy your character's equipment before coming back to this point and finishing up Endearments.

If you want to know what I did, I bounced ahead to buy stuff first.

PC Relationships With Canon Characters

Gensokyo is a small place, and it's not unreasonable for a player character to be acquainted with a few of Gensokyo's established personalities. There is, admittedly, a certain sort of allure to being able to tie your character in with the canon characters of a series. It's like weaving your character into a tapestry to more firmly ingrain her in the Big Picture, making her a part of a greater whole. However, there is a reason why there is no sort of "Powerful Friends" special ability; it's just not the way things work here in Gensokyo. Reimu

and Marisa, who are friends, do not call on each other for help whenever they run into trouble, and in fact they're more apt to find themselves at odds with one another when an Incident is going down.

GMs reserve the right to kybosh instantly and irrevocably any relationship any PC has with any canon character for any reason, including but not limited to: it's stupid, it's inconvenient, it's troublesome, it's some cheap twink powergaming attempt, and it's especially stupid.

You can help prevent your GM from doing these things by creating reasonable, sane relationships. I'd like to think that Izanami is a good example; she gets along well with Keine, Mokuo, and Youmu. That's it. She is not Momiji's sister. She is not Lord Tenma's daughter. She didn't save Reimu in the past, who in turn is indebted to her. She just gets along well those three; I didn't even say that she was friends with them. She might very well be, but it's not a big enough deal to factor into the game in a mechanical sense. During a game session, even if Izanami is actually friends with Mokuo, it would be utterly moronic for me to ask or otherwise expect Izanami to get a discount at Mokuo's yakitori stand. However, if my GM were aware that Izanami and Mokuo have gotten along well in the past, they might consider having Mokuo say, "Don't worry about it, it's on the house." The value of a relationship defined by a PC, is ultimately determined by the GM.

If a GM sees a player trying to abuse relationships with canon characters, they should consider having the canon characters catching on and not being happy about it, because if my friends were trying to abuse me for personal gain, I wouldn't be too happy about it either.

Of course, all of this is easily avoided if the PCs don't actually know anyone. If a GM feels that relationships with canon characters would complicate his or her plans, then they should feel free to announce "none of the PCs really knows or has any relationship with any of the canon characters" without feeling bad about it. All of the players should understand.



Biography of Izanami Hashidoi

Appearance: *Izanami is a White Wolf Tengu, and although “White Wolf” might lead you to make certain assumptions about her appearance, her hair, ears, and tail are all actually black. Her expressive eyes are a curious shade of lilac, a trademark of the Hashidoi line for which the family is actually named after. She is somewhat wiry, and stands 152cm tall, which isn’t exactly an imposing height. This lack of presence is further reinforced by her weight, a whopping 39kg*

Izanami looks more or less like a wandering samurai, sporting a white top with detached sleeves tucked into her voluminous pleated pants. The sleeves of her top appear to feature some sort of lilac embroidery around the wrists. Underneath this top is a perennial Gensokyo favorite, the sarashi. Her pants have a curious gradient to them, with the color at her waist being black and gradually becoming a more pronounced, regal purple by the time it reaches the bottom of each leg. The wide belt around her waist, into which her sword is tucked, features the same shade of purple found at the bottom of her pant legs and sports a prominent bow on the back.

As is common with Tengu, Izanami sports the typical red token atop her head as well as the single-toothed get on her sock-clad feet. Her hair is often kept in check, tied back with a lengthy strip of red silk.

Personality: *As far as White Wolf Tengu go, Izanami is one of the more friendly and outgoing ones. When dealing with strangers, she’s very polite and does her best to keep things formal and professional, but she has a habit of slipping into informalities and calling people familiar after very short periods of time. She’s a bit of a tomboy, possessing a sort of stubborn willfulness, but isn’t all that boisterous. In fact, she actually prefers to be quiet, finding it easier to take in information when she’s not calling attention to herself.*

Izanami almost always reacts to friendliness in kind, assuming that her mission doesn’t require her to do otherwise. Similarly, she doesn’t look to get into fights and would prefer to talk rather than draw her weapon.

She enjoys learning things, and seems to get along well with Keine when she visits the Human Village, likewise with Mokuo when business takes her to the Bamboo Forest, as well as Youmu, whom she has had the good fortune to meet on a few occasions.

Background: *The Hashidoi line has forever served as the retainers to the Tengu Lord, Tenma. As it was with her predecessors, so is it now with Izanami. This special purpose, differing from the typical militant duties of the White Wolf Tengu, has earned her family a certain amount of animosity from her peers, in spite of serving the same leader. Most White Wolf Tengu think the Hashidoi girl has it easy, serving as little more than a glorified messenger that gets to traipse the length and breadth of Gensokyo in the name of Lord Tenma. Marked by her trademark dark hair, there is no avoiding the scorn some White Wolf Tengu would heap upon her.*

Izanami has only recently taken up this job, so although she was raised for this role, she has only been seen outside of the Tengu Stronghold relatively recently. Other members of her family work within the Stronghold, performing various clerical and administrative duties.

Create A Spell Card

The importance of the Spell Card in Gensokyo cannot be understated. The use of Spell Cards forms the basis of civilized and honorable dispute resolution on this side of the Hakurei Barrier, and have been designed to maintain Gensokyo's ecology to a certain extent. The powerful, often highly specialized magical effects contained within these cards, may only be invoked a limited number of times per Incident, though more uses may be gained throughout the course of an adventure.

All characters starting out also start with a Spell Card that they can tailor to their tastes. Additional, sometimes more powerful, beautiful Spell Cards may also be crafted during character creation or in between Incidents with Fandom Points.

See the Creating a Spell Card section in Chapter II for more information on your character's first Spell Card.



Your First Spell Card

All starting characters begin with a free, basic Spell Card. This Spell Card has just a two-round duration, offering invulnerability for the first round, and two Attack Volleys for each round. In total, this card is worth 6 Card Points, which is equal to 3 Fandom Points. The effectiveness of this card cannot be reduced in exchange to get more Fandom Points, but this starting card's Effects and Attack Volley Properties may be further bolstered by purchasing additional Card Points with the Fandom Points that the character starts with if you so choose.

If this is your first time creating a character, I would encourage you to read ahead on creating Spell Cards to learn more about the aspects that make a Spell Card up before deciding if you want to alter your starting card's properties. Once you're happy with it either as it is, or have altered it, there's just one last thing to do: name it.

Izanami's First Spell Card

Just like your character, Izanami gets a Spell Card worth 6 Card Points. Although most aspects of this card are already defined, Izanami still needs to decide on a Sign, as well as give her card a Meaningful Name. A Sign is more indicative of the caster rather than the Spell Card itself, it represents Izanami, speaks as to her nature in some way. After some deliberation, I'd decided to go with 「Loyalty Sign」 as a representation in some way of how faithfully Izanami works to perform her duties as required. For a Meaningful Name for her Spell Card, I decided upon "Petalchaser".

I also could have spent the 1 Fandom Point Izanami has saved still and slightly bolstered her starting card's power with 3 additional Card Points to add additional properties, but I have chosen not to!

CP:	Sign:	Name:	Invulnerability:
6	Loyalty Sign	Petalchaser	1 Round

Round 1 Effect:
2 Attack Volleys

Round 2 Effect:
2 Attack Volleys

Round 3 Effect:
--

Round 4 Effect:
--

Round 5 Effect:
--

Determine Your Skills

In the face of all these other wonderful things, skills might seem rather mundane, but the truth is that they form the foundation upon which doing anything well, or even doing anything half-assed is built upon. From creating mundane or magical goods, to just being amazing at parties or skilled at gaming, Skills can dramatically influence pretty much all aspects of life in Gensokyo outside of combat situations.

Skills are purchased with Skill Points. Newly created characters start with 5 Skill Points to spend on their skills. If 5 Skill Points aren't enough for your liking, you may also spend a Fandom Point to gain an additional 5 Skill Points. You may put any number of Fandom Points towards this cause. This is an excellent deal, and I encourage you to take advantage of it, as after the character creation process, you will only get 2 Skill Points per Fandom Point!

Izanami's Skills

Amidst a sea of special abilities, magic, and spell cards, mundane skills might seem pretty boring, but I am of the opinion they're actually worthwhile. Like other starting characters, Izanami has 5 Skill Points to distribute, but I'm actually going to now spend the 1 Fandom Point she has left to raise that to 10 Skill Points. In Izanami's case, I think it'll be more worthwhile to have another 5 points in Skills than bolstering her Spell Card in the end. So now I've got 10 to spend.

Since Izanami has kind of become something of a carefree diplomat, this is what I went with:

Level: Skill:

- Lv.3 Sneaking
- Lv.3 Awareness
- Lv.2 Proper Behavior
- Lv.2 Games of Chance

Buy Stuff

Purchase your hat, clothing, deadly weapons, trinkets, tools, alcohol, and hash out the specifics about all of these items (mostly for your hat and outfit). You can tell a lot about a person by what she wears, or the stuff she otherwise goes out of her way to lug around.

Newly created characters have 15 Yen to spend on their starting goods. I know that by today's standards this isn't very much at all, but Gensokyo has been sealed away from the outside world since the 1880s and the economy has moved a lot slower. This will be more than enough to get most of your common goods.

Dressed For Success

What your character wears can actually influence her ability to deal with others. Carefully selecting the articles that comprise her outfit can provide her with one of five different Aesthetics. Pursuing that particular Aesthetic further may also lead to additional bonuses. When deciding upon your character's outfit, think about the sort of things you want her clothing to say about her.

Izanami's Stuff

Although she's in the employ of Lord Tenma, Izanami is still just a servant. She's not nobility, rich, or the recipient of special treatment. So she's got 15 Yen to spend just like everyone else. Of course, maybe your character is noble and/or wealthy. If that's the case, you can reinforce that fact by spending 1 Fandom Point to gain an additional 15 Yen with which to purchase things.

But not Izanami, she's just got the same 15 the unwashed masses have to make do with. There is one small upside though, and that's thanks to Izanami investing Fandom Points into purchasing

the Burning Spirit, she doesn't have to invest any money into buying any sort of weapon, which will give her a little extra cash she can pocket when this is over. That extra cash might come in handy later, if she decides to get drunk in the Human Village or something.

Clothing:	Cost:	Aesthetic:	Description:
Wood Geta	50 Sen	1 Educated	Typical single-toothed Tengu geta.
Cotton Haori	1 Yen	1 Educated	White. Somewhat billowy and features detached sleeves. Lilac flowers embroidered around the wrists.
Cotton Unamori Hakama	2 Yen	1 Educated	Pleated. Maybe a size too big for her. Strange gradient pattern, with black at the waist turning to purple at the bottom of the legs.
Wood Kasa, Tokin	10 Sen	--	Typical scarlet colored Tengu token. Features the two trademark fuzzy pom-poms.
Linen Sarashi	10 Sen	--	White linen, since it's under her Haori, it's not often seen.
Cotton Ornate Obi	3 Yen	2 Educated	Broad, thick belt wrapped around her waist, features a big bow on the back. The same shade of purple featured at the bottom of her pants.
Cotton Tabi	5 Sen	--	White socks. Ooooh. I wonder how she keeps her whites their whitest.
Silk Ribbon	1Y, 50S	--	An expensive and lovingly cared for ribbon, the same shade of red as her token.

Other Items:	Cost:
Belt Pouch	20 Sen
Soap, 200g	20 Sen
Scroll Case	40 Sen
10 Sheets of Paper	10 Sen
300ml Ink Vial w/Pen	40 Sen

Money:
5 Yen, 45 Sen

In the case of Izanami's clothing, you'll note I made up details about pretty much each individual article. This in turn contributed to her appearance, which I used as key component of her Biography. You don't have to do this at all, but adding a level of detail to your gaming world helps paint a more vivid scene for everyone involved.

Also make note of Izanami's Aesthetic. Through the purchases she made, she decided to put the Aesthetic Points available to her all into giving her an Educated Aesthetic, which will now give her a +1 bonus to her Awareness checks. If she had wanted, she could have put all 5 points into Noble. Unfortunately, because the Ornate Obi only influences the Noble and Educated Aesthetics, she could not have reached 5 points if she wanted to gain the Warrior Aesthetic. She had nothing on her at all that would make people think that she's a Scoundrel or Tradesman. I suppose she could have also divided her Aesthetic Points in between Noble and Educated, but this would achieve nothing, and trying to be more than one Aesthetic at a time is a fashion mistake.

For her other items, I just picked up a few things which I thought might help her with her job. As she often carries messages to and from Lord Tenma, I figured things like a scroll case and things to aid in writing would come in handy. The pouch was just to carry her left over money and her soap. The soap I went with just to that she wouldn't ever be a smelly envoy.

Titles and Styles

Just as Reimu Hakurei is the self-proclaimed “Wonderful Shrine Maiden of Paradise” and Marissa is styled “An Ordinary Magician”, so too should your character have a title. Titles may actually change from Incident to Incident, at the time of creation, and as your character enters into a new Incident I would encourage you to provide her with a new title, even if it’s just a slight variation or embellishment upon her previous title.

The titles sometimes have a way of becoming known by others in Gensokyo, and may either be used respectfully or disparagingly.

Abode

This is just another one of those more obvious things, but your character lives and operates out of somewhere. Where your character makes her home is apt to be fairly dependent upon her race. For some, it might be the Human Village, for others it might be the Forest of Magic, or perhaps she’s been able to offer her services to the Scarlets and has been offered a room in their mansion.

It is sometimes also worth noting other popular places they hang out. The Human Village is a hub of activity and commerce, so even non-human residents can often be found there. Some Youkai who might choose to prey upon Humans also enjoy frequenting various roads and paths.

Primary Attack

Naming your character’s basic means of attack is important! Even if the actual attack is as mundane as firing a bow or casting lightning bolt spells, you can spice that up some by naming it something with a little more pizzazz. “Leaf Cutter – A flurry of deadly sword slashes!” or “Triple Flash! – My custom triple-weave lightning bolt attack.” Again, there’s no real cause to do this sort of thing, save to add to the atmosphere of the game and breathe more life into the setting.

Izanami’s Finishing Touches

For a title, I basically just sort of aptly described Izanami’s role, which was “Diligent Diplomatic Tengu”. Her abode is the Tengu Stronghold, and although characters aren’t ever likely to see her there as much as they encounter her out and about in Gensokyo, it is nevertheless her real home. As it was with her concept, her primary attack has also been mentioned, “Leaf Cutter – A flurry of deadly sword slashes!”.

And that’s all there is to that. Izanami is done!

Onward, to Adventure!

Now you’re ready to inflict your very own Touhou Project character upon the world of Gensokyo! God help us all.



Izanami is Good to Go!

This is what Izanami's finished sheet looks like. God help me.

Izanami Hashidoi

Diligent Diplomatic Tengu

Race: White Wolf Tengu

Sex: Female

Age: 346

Height: 152cm

Weight: 39kg

Abode: Tengu Stronghold

Eyes: Lilac

Hair: Black

Main Statistics:

2 - Might

3 - Finesse

4 - Resolve

6 - Will

3 - Charm

6 - Cunning

Combat Statistics:

3 - Lives

3 - Evasion

0 - Hitbox Rating

6 - Striking

3 - Bombs

6 - Reaction

Traits:

(6) Special Ability - Prodigy

(2) Special Ability - Detective

(4) Special Ability - Photographic Memory

(2) Magical Spell - Flight

(4) Precious Thing - Burning Spirit

Endearments:

(2) Outcast - White Wolf Tengu

(2) Snores (Expectation)

(2) Inferior Specimen (Expectation)

(3) Biography

Fandom Points: 0

Primary Attack: Leaf Cutter – A flurry of deadly sword slashes!

Spell Cards:

Cost: 6Cp

Sign: Loyalty Sign

Name: Petalchaser

Invulnerability: 1 Round

Round 1 Effect: 2 Attack Volleys

Round 2 Effect: 2 Attack Volleys

Skills:

Level: Lv.3

Skill: Sneaking

Lv.3 Awareness

Lv.2 Proper Behavior

Lv.2 Games of Chance

Note:

+1 due to Educated Aesthetic

CHAPTER II - SPECIAL STUFF



Traits

Traits are positive things that help make your character more unique. They are divided into three distinct sections: Special Abilities, Magical Spells, and Precious Things.

Many traits have requirements that need to be met before they can be purchased. Usually these requisites are just a matter of having a main statistic be a certain value or higher, but in some cases certain traits will require a character to have another particular trait first.

Special Abilities

Special Abilities are the first kind of Trait. Many traits are “always on”, functioning in a passive sense. The details of each Special Ability can be found in its respective entry in this chapter.

List of Special Abilities

FP:	Name:	Requires:	Brief Description:
Additional Rolls to Strike			
4/5/6/7	Martial Art	Might 5/6/7/8	Gain an additional attack roll when attacking using a weaponless martial arts style.
4/5/6/7	Spell Specialist	Will 5/6/7/8	Gain an additional attack roll when using your preferred attack spell.
4/5/6/7	Weapon Specialist	Finesse 5/6/7/8	Gain an additional attack roll when using your preferred weapon type.
Aesthetic Bonus			
2	Aura of Discipline	--	Gain a +1 bonus to the Warrior Aesthetic.
2	Conspirator's Grasp	--	Gain a +1 bonus to the Scoundrel Aesthetic.
2	Regal Bearing	--	Gain a +1 bonus to the Noble Aesthetic.
2	Salt of the Earth	--	Gain a +1 bonus to the Tradesman Aesthetic.
2	Smartypants	--	Gain a +1 bonus to the Educated Aesthetic
4	Alcoholic Tolerance	Might 4	Drink twice as much liquor as your Might would normally allow.
Elemental Resistance			
6	Fire	Might 4	If a Fire Elemental attack strikes your Hitbox, force the attacker to re-roll.
6	Wind	Might 4	If a Wind Elemental attack strikes your Hitbox, force the attacker to re-roll.
6	Earth	Might 4	If an Earth Elemental attack strikes your Hitbox, force the attacker to re-roll.
6	Water	Might 4	If a Water Elemental attack strikes your Hitbox, force the attacker to re-roll.
6	Nature	Might 4	If a Nature Elemental attack strikes your Hitbox, force the attacker to re-roll.
6	Spirit	Might 4	If a Spirit Elemental attack strikes your Hitbox, force the attacker to re-roll.
Enhanced Sense			
4	Sight	Cunning 4	Roll twice and use the better of the rolls to detect or determine things using your eyes.
4	Smell	Cunning 4	Roll twice and use the better of the rolls to detect or determine things using your nose.
4	Hearing	Cunning 4	Roll twice and use the better of the rolls to detect or determine things using your ears.
4	Taste	Cunning 4	Roll twice and use the better of the rolls to sense things with your tongue.
4	Touch	Cunning 4	Roll twice and use the better of the rolls to sense things with your fingers.
Flying			
6	Flight	Will 6	Take to the air at will. Travel at 10km/h.
10	Superior Flight	Flight	Upgrade from Flight. Travel at 50km/h.
14	Supreme Flight	Superior Flight	Upgrade from Superior Flight. Travel at 250km/h.
4	Good Reputation	Charm 4	+1 bonus to rolls involving social interaction with one of the races of Gensokyo.
6	Guarded Mind	Resolve 6	Be able to block people from reading your thoughts.
Immunity			
10	Sleep	Resolve 8	Your character cannot be put to sleep through unnatural means.
10	Blind	Resolve 8	Your character cannot be blinded.
10	Root	Resolve 8	Your character cannot be rooted or otherwise bound.
10	Confusion	Resolve 8	Your character cannot be confused.
10	Silence	Resolve 8	Your character cannot be silenced.
4	Internal Barometer	Cunning 4	Always know what the weather is going to do.

List of Special Abilities (Cont.'d)

FP:	Name:	Requires:	Brief Description:
4	Internal Clock	Will 4	Always know what time it is.
4	Internal GPS	Resolve 4	Know where you are in Gensokyo at any given time.
2	Light Sleeper	Cunning 4	+2 to wake up if anything is going on near you when you're sleeping.
6	Natural Leader	Charm 4	Provide a +1 bonus to ally attack rolls.
4	Photographic Memory	Cunning 4	Recall any snippet of information you have previously learned.
6	Prodigy	Cunning 6	No need to spend time training to maintain skills between Incidents.
4	Read Feelings	Cunning 4	Be able to accurately gauge what a nearby individual might be feeling.
4	Read Thoughts	See Description	Be able to listen to the thoughts of a nearby individual.
Size			
4	Big	180cm or more	Your character isn't small or short. She's big!
4	Small	71-130cm	Your character isn't just short, she's small.
--	Tiny	70cm or less	Your character isn't just small, she's really small.
Skill Bonus			
2	Animal Magnetism	Charm 3	Gain a +2 bonus to rolls when you use the Animal Master skill.
2	Artificer	Resolve 3	Gain a +2 bonus to rolls when you use the Blacksmith skill.
2	Brewmaster	Charm 3	Gain a +2 bonus to rolls when you use the Brewing skill.
2	Bully	Might 3	Gain a +2 bonus to rolls when you use the Intimidate skill.
2	Chef	Will 3	Gain a +2 bonus to rolls when you use the Cooking skill.
2	Detective	Cunning 3	Gain a +2 bonus to rolls when you use the Awareness skill.
2	Great Sage	Resolve 3	Gain a +2 bonus to rolls when you use a Lore skill.
2	Green Thumb	Charm 3	Gain a +2 bonus to rolls when you use the Herbalism skill.
2	Mastermind	Cunning 3	Gain a +2 bonus to rolls when you use the Games of Chance skill.
2	Nimble Fingers	Cunning 3	Gain a +2 bonus to rolls when you use the Thievery skill.
2	Outdoorswoman	Will 3	Gain a +2 bonus to rolls when you use the Fishing skill.
2	Pioneer	Resolve 3	Gain a +2 bonus to rolls when you use the Farming/Gardening skill.
2	Prowler	Finesse 4	Gain a +2 bonus on rolls to move around undetected.
2	Rembrandt	Finesse 3	Gain a +2 bonus to rolls when you use the Artistry skill.
2	Shrewd Eye	Charm 3	Gain a +2 bonus on rolls when you use the Merchant skill.
2	Silver Tongue	Cunning 3	Gain a +2 bonus on rolls when you use the Bluff skill.
2	Stitch in Time	Cunning 3	Gain a +2 bonus on rolls when you use the Tailoring skill.
2	Well Behaved	Charm 3	Gain a +2 bonus on rolls when you use the Proper Behavior skill.
10	Telekinesis	Will 8	Be able to levitate and manipulate tiny objects with your mind.
6	Telepathy	Will 8	Send mental messages to other nearby individuals.

Special Ability Descriptions

Additional Rolls to Strike

Martial Art

Fandom Point Cost: 4/5/6/7

Requires: Might 5/6/7/8

Your character is versed in some sort of martial art! It can be Karate, Judo, Jeet Kune Do, or even Panzer Kunst, I don't really care, but you should specifically name it on principle. The main point is, is that your character is a formidable hand-to-hand melee combatant when employing the Martial Art in which she is trained. She gains an additional attack roll when using the martial art that she is trained in.

This may be purchased a second time for 5 Fandom Points and requires a Might of 6, a third time for 6 Fandom Points and requires a Might of 7, and a fourth time for 7 Fandom Points and requires a Might of 8. It is not possible to purchase Martial Art more than four times.

Spell Specialist

Fandom Point Cost: 4/5/6/7

Requires: Will 5/6/7/8

Your character has come to rely on a particular attacking spell. This spell needs to be explicitly named, because this ability only works with that spell, even if there are other similar spells. In the world of magic,

there is a huge difference between a fireball spell and a lightning bolt spell. When using her preferred spell, your character gains an additional attack roll when using the attacking spell she specializes in. Your character may choose to specialize in multiple spells.

This may be purchased a second time for 5 Fandom Points and requires a Will of 6, a third time for 6 Fandom Points and requires a Will of 7, and a fourth time for 7 Fandom Points and requires a Will of 8. It is not possible to purchase Spell Specialist more than four times.

Weapon Specialist

Fandom Point Cost: 4/5/6/7

Requires: Finesse 5/6/7/8

Your character has been trained to use a particular type of weapon. This weapon needs to be specifically defined, because she just can't pick up another weapon, even if it's similar and use it just the same. There is a fundamental difference between wielding a katana and a western-styled broadsword, for example. When using her preferred weapon, your character gains an additional attack roll when using the weapon she specializes in. Your character may choose to specialize in multiple weapons.

This may be purchased a second time for 5 Fandom Points and requires a Finesse of 6, a third time for 6 Fandom Points and requires a Finesse of 7, and a fourth time for 7 Fandom Points and requires a Finesse of 8. It is not possible to purchase Weapon Specialist more than four times.

Aesthetic Bonus

Aura of Discipline

Fandom Point Cost: 2

Requires: --

Your character exudes confidence and control. She gains a +1 bonus to her Warrior Aesthetic.

Conspirator's Grasp

Fandom Point Cost: 2

Requires: --

Your character has a rare grasp of the conspirator's mind! She gains a +1 bonus to her Scoundrel Aesthetic.

Regal Bearing

Fandom Point Cost: 2

Requires: --

There's just something about the way your character conducts herself that makes her seem almost like royalty. She gains a +1 bonus to her Noble Aesthetic.

Salt of the Earth

Fandom Point Cost: 2

Requires: --

It's as plain as day that your character is a hard worker. She gains a +1 bonus to her Tradesman Aesthetic.

Smartypants

Fandom Point Cost: 2

Requires: --

She might not really mean to look the part, but she just can't help it! Your character, for some reason, just looks like she should be smart. She gains a +1 bonus to her Educated Aesthetic.

Alcoholic Tolerance

Fandom Point Cost: 4

Requires: Might 4

Thanks to Alcoholic Tolerance, your character can drink twice as much liquor as her Might statistic would otherwise allow.

Elemental Resistance

Fandom Point Cost: 6

Requires: Might 4

An Elemental Resistance guards the character against one of the six basic elements of Gensokyo: Fire, Wind, Earth, Water, Nature, and Spirit. After choosing which element your character is resistant to, if any attack belonging to that element strikes your character, and then proceeds to successfully rolls vs. her Hitbox Rating, the attacker must then re-roll vs. her Hitbox Rating again. If the second roll fails, the strike counts as a Graze. If it is successful, then it costs a Life as per usual.

A character may not possess more than one Elemental Resistance unless she delves into the realm of Very Bad Things and takes an Elemental Weakness (which does not conflict with the Elemental Resistance she already has) before she may choose to purchase a second Elemental Resistance (which does not conflict with the Elemental Weakness she already has). If you so choose, you may do this again, picking up a second Elemental Weakness (which also does not conflict with either of the two Elemental Resistances she already has) in order to be eligible to purchase a third Elemental Resistance.

Enhanced Sense

Fandom Point Cost: 4

Requires: Cunning 4

Your character possesses one particularly acute sense. (It really should go without saying, but for the sake of clarity those senses are: Sight, Smell, Hearing, Taste, & Touch.) When that sense is a factor in your character's Passive Awareness or Active Sleuthing, you may make the roll versus twice, choosing the better of the two rolls to use as your result.

Unless it is by virtue of her starting Traits, a character may not possess any more than one Enhanced Sense.

Flying

Flight

Fandom Point Cost: 6

Requires: Will 6

Flight, rather unsurprisingly, allows your character to fly at will. Many characters, mostly Youkai, possess this trait innately, but for others it is achieved through sheer force of will and discipline. Even Reimu Hakurei was incapable of flight in her early adventures.

A character with flight has an approximate airspeed of 10kph. Her ability to maneuver in the air is roughly the same as it is on the ground, so there's no stopping on a dime or making sudden 90° turns. A character's ability to do these things are largely related to her speed and mass, but the detailed characteristics of Flight are largely undefined for the purposes of swift and smooth role-playing.

Two characters with the Flight ability are unable to out-run one another, nor are they able to out-deke one another in a labyrinthine setting.

At this level of flying skill, it is possible for a flying character to effectively engage ground-based targets. Ground-based targets, if they are capable, can strike back though.

Superior Flight

Fandom Point Cost: 10

Requires: Flight

This is an upgrade from regular Flight. Before being able to purchase this special ability, a character must already possess Flight, either as an innate racial trait, or as a purchase previously. It behaves the same as regular flight, with a few exceptions. Your character's airspeed is increased to 50kph. Her ability to turn and stop is greater than that of someone who only possesses regular Flight at 10kph, but at 50kph she behaves appropriately for someone traveling her speed and appropriate for her mass. She is capable of outrunning someone with regular Flight, or of losing her by weaving through a series of obstacles or a maze.

Two characters with the Superior Flight ability are evenly matched.

At this level of flying skill, it is not possible for a flying character to effectively engage ground targets. Not without slowing down to normal Flight based speeds, at which time they may also be subject to ranged attacks from the ground.

Supreme Flight

Fandom Point Cost: 14

Requires: Superior Flight

Just like the step up from Flight to Superior Flight, this is the step up from Supreme Flight, and it requires that your character first possess the Superior Flight special ability. Similarly to Superior Flight, it behaves like the normal Flight skill with a few exceptions. Your character's airspeed is increased to an incredible 250kph. Her ability to turn and stop is greater than that of anyone possessing the Flight or Superior Flight special abilities. She can out-run, outturn, and out-maneuver those who possess Flight and Superior Flight at 10kph, and do the same for against just the Superior Flyers at 50kph.

Two characters with the Supreme Flight ability are evenly matched.

At this level of flying skill, it is not possible for a flying character to effectively engage ground targets. Not without slowing down to normal Flight based speeds, at which time they may also be subject to ranged attacks from the ground.

Good Reputation

Fandom Point Cost: 4

Requires: Charm 4

Through her past deeds and dealings with others, your character has a good reputation among other individuals belonging to one of Gensokyo's races. This affords her a +1 bonus to any social rolls in her dealings with said race.

You may purchase this skill additional times for the same race to add cumulative +1 bonuses, or you may purchase it for a new race.

Guarded Mind

Fandom Point Cost: 6

Requires: Resolve 6

This is a powerful ability, allowing flat out invulnerability to telepathic probes. You cannot fool people who attempt to read your thoughts, they may not be able to peer into your mind, but they know your mind is an impregnable fortress. Just as you are on guard against them, thereafter they will probably be on guard against you.

Also thanks to this skill, your face is a veritable mask, from which no one can derive an accurate picture of what might be going on in your mind. Any expression you do show is carefully controlled, intentional even in the slightest of nuances. With Guarded Mind, you gain a +4 to your rolls to resist any attempts to read your feelings. If your roll wins, you may choose what feeling you wish the reader to believe you are expressing.

In these respects, Guarded Mind is a passive ability, and need not be invoked. But you gain a +1 bonus to any rolls versus that involve your Intimidate, Bluff, Haggle, or Performing skills if you use them, or are called upon to use them.

Immunity

Fandom Point Cost: 10

Requires: Resolve 8

There are a handful of powerful effects that your character can become completely immune to: Sleep, Blind, Root, Lunacy, & Silence. This Special Ability confers absolute immunity to one of those effects. That's all there is to it, regardless of circumstance: attempts to use abilities that invoke an effect that you are immune to automatically fail.

A character may never possess more than one Immunity.

Internal Barometer

Fandom Point Cost: 4

Requires: Cunning 4

Just by looking at the sky, or the smell of the air, or the brushing of the wind through her hair, your character can predict the natural weather patterns for the next six hour period. Even when indoors or in a cave she somehow has a pretty good idea about what's going on outdoors.

Characters with this ability also just know when the weather they are experiencing is a natural occurrence or if it is the product of some unnatural activity.

Internal Clock

Fandom Point Cost: 4

Requires: Will 4

It's more than just looking at the sun. Your character knows what time it is, even when indoors, or in the dark. She will always be accurate to the actual time within five minutes.

Internal GPS

Fandom Point Cost: 4

Requires: Resolve 4

Your character knows where she is in Gensokyo at any given time in relation to other notable landmarks such as the Human Village, Scarlet Devil Mansion, etc. At the same time, if for some strange reason she has ventured into the Underworld or the Real World, she'll then know that she's not in Gensokyo anymore, Toto.

A character with Internal GPS will be able to provide approximate travel times and directions to notable Gensokyo landmarks from her current position to other individuals traveling with her.

Light Sleeper

Fandom Point Cost: 2

Requires: Cunning 4

You sleep lightly, or perhaps more accurately, you wake up easily. While asleep you gain a +4 bonus on rolls to detect activity nearby while you are sleeping.

This also works in conjunction with Enhanced Sense skills that might be applicable to the situation.

Natural Leader

Fandom Point Cost: 6

Requires: Charm 4

There's something about her, an aura of confidence perhaps. Whatever it is, it's inspiring. Companions rally to your character, and she in turn supplies them with a +1 bonus to all of their attack rolls. This is a selfless act, as this ability has no impact upon her own attack rolls. Nor does this ability stack with itself, should other members of the group possess it as well.

Photographic Memory

Fandom Point Cost: 4

Requires: Cunning 4

Your character can recall, with reasonable accuracy, the pertinent details of any past event she was present for. What she recalls might be somewhat vague depending upon what was going on at the time, but if it's important, it's almost certainly tucked away in that head somewhere. Even if the GM has to remind the player what those pertinent details are.

Prodigy

Fandom Point Cost: 6

Requires: Cunning 6

“She’s a natural”, is what people say about your character. In between Incidents, your character can spectacularly slack off. Unlike those who study magic, practice martial arts, or study weaponry, your character can go get herself hardcore wrecked on legendary drinking binges without fear of her skills degrading. You’re the envy of all your peers!

Prodigy has the added benefit of reducing the cost of acquiring one new Special Ability or Magical Spell by 25% in between Incidents later on in your character’s adventuring career. This can only be applied to one Special Ability or Magical Spell per inter-Incidental period. This discount cannot be stockpiled or carried over from one inter-Incidental period to another.

Read Feelings

Fandom Point Cost: 4

Requires: Cunning 4

You’re a great judge of character, and based upon a character’s body language, you’ve got a pretty good idea of what’s going on in their mind. Using your Cunning, you can roll versus the Resolve of your target to determine what they might be feeling, be it overwhelming confidence, certainty, anxiety, fear, etc. Your character receives a +2 bonus to her attempt to do so.

Read Thoughts

Fandom Point Cost: 2

Requires: Read Feelings, Telepathy

Your ability doesn’t just stop at being able to send people your thoughts, or to vaguely sense what they might be thinking, you can actually peer into their minds and hear what they’re thinking directly. This is achieved using your Will, and rolling versus the Resolve of your target. Success means you know

exactly what they’re thinking right then and there, and failure means it’s an incomprehensible garbled mess. If you attempt to read the thoughts of someone with the Guarded Mind Special Ability, you get nothing back at all. You know they’re impossible to read.

Size

Fandom Point Cost: See Description

Requires: See Description

Most characters (and NPCs, for that matter) fall within a height range of 140 to 170cm. If your character is exceptionally small, she is harder to hit (but isn’t quite as strong as her larger peers.). There are three distinct size ratings aside from being normal size.

Those are Big, Small and Tiny. Big characters have a height greater than 180cm. Big characters gain a +1 bonus to Intimidate rolls and a +1 bonus to their Might. Being Big costs 4 Fandom Points.

Small characters have a height between 71 & 130cm. Small characters gain a +1 bonus to their Evasion, but cannot possess a Might greater than 5. Being Small costs 4 Fandom Points.

Tiny characters have a height of 70cm or less. Tiny characters gain a +2 bonus to their Evasion, but cannot possess a Might greater than 3. Tiny usually happens as a result of a special effect, such as a Vampire’s bat shapeshift ability, and is not a regular state of being purchasable by player characters.

If you happen to be between 131 and 139cm you’re not Small, you’re just short.

In the case of males, the requisite heights are all 10cm higher than the listed values you see listed.

Skill Bonus

Animal Magnetism

Fandom Point Cost: 2

Requires: Charm 3

Non-Youkai beasts just seem to really get along with your character. She gains a +2 bonus to any rolls involving her Animal Master skill.

SPECIAL ABILITIES

Artificer

Fandom Point Cost: 2

Requires: Resolve 3

Your character is an exceptional craftswoman when it comes to metalworking. She gains a +2 bonus to any rolls involving her Blacksmithing skill.

Brewmaster

Fandom Point Cost: 2

Requires: Charm 3

The alcohol produced by your character tends to be powerful and possesses a great flavor. She gains a +2 bonus to any rolls involving her Brewing skill.

Bully

Fandom Point Cost: 2

Requires: Might 3

There's something about the way your character speaks, or looks, or just something that makes it easier for her to get people to do what she wants. She gains a +2 bonus to any rolls involving her Intimidate skill.

Chef

Fandom Point Cost: 2

Requires: Will 3

People look forward to meals crafted by your character, and rightly so! The stuff she makes is almost always delicious. She gains a +2 bonus to any rolls involving her Cooking skill.

Detective

Fandom Point Cost: 2

Requires: Finesse 3

With such a keen deductive senses, your character could probably make a career out of this! She gains a +1 bonus to any rolls that involve either Passive Awareness or a +2 bonus when Actively Sleuthing.

Great Sage

Fandom Point Cost: 2

Requires: Resolve 3

She is practically an encyclopedia on a particular subject. As is the case with the Lore skill itself, applying to a particular field, so to does the Great Sage ability. She gains a +2 bonus to any rolls involving her Lore skill pertaining to a specific field of expertise.

You may purchase this skill additional times to supply a new +2 bonus to a different field of expertise.

Green Thumb

Fandom Point Cost: 2

Requires: Charm 3

Your character seems to have a good mind for plants. She gains a +2 bonus to any rolls involving her Herbalism skill.

Mastermind

Fandom Point Cost: 2

Requires: Cunning 3

She could be good at reading faces, or knowing what certain opponents do in certain situations, or she might just be really damn lucky. Your character gains a +2 bonus to any rolls involving her Games of Chance skill.

Nimble Fingers

Fandom Point Cost: 2

Requires: Cunning 3

She can poke in and out of a pocket in the blink of an eye! Or, while picking a lock under stress, she never trembles. Your character gains a +2 bonus to any rolls involving her Thievery skill.

Outdoorswoman

Fandom Point Cost: 2

Requires: Will 3

She knows best when fish are apt to be feeding, and just by looking at a lake, your character knows where all the good spots will be. She gains a +2 bonus to any rolls involving her Fishing skill.

Pioneer

Fandom Point Cost: 2

Requires: Resolve 3

It's a demanding, often hard life, but your character thrives on it. She gains a +2 bonus to any rolls involving her Farming/Gardening skill.

Rembrandt

Fandom Point Cost: 2

Requires: Finesse 3

Everyone is secretly jealous of your character because she is so creative, and able to make such beautiful things. She gains a +2 bonus to any rolls involving her Artistry skill.

Shrewd Eye

Fandom Point Cost: 2

Requires: Charm 3

Your character possesses a keen business sense, and can either smell a good deal, or talk people into making good deals happen... for her, of course. She gains a +2 bonus to any rolls involving her Merchant skill.

Silver Tongue

Fandom Point Cost: 2

Requires: Cunning 3

Okay, the tongue might be getting the credit, but it's actually some really fast thinking that makes this work. Your character gains a +2 bonus to any rolls involving her Bluff skill.

Stitch in Time

Fandom Point Cost: 2

Requires: Cunning 3

The works out of cloth or leather that your character creates tend to be durable, and of high quality. She gains a +2 bonus to any rolls involving her Tailoring skill.

Well Behaved

Fandom Point Cost: 2

Requires: Charm 3

Your character is keenly aware of the necessities involved in social niceties. She gains a +2 bonus to any rolls involving her Proper Behavior skill.

Telekinesis

Fandom Point Cost: 10

Requires: Will 8

Your character can levitate very small objects with the power of her mind. Things like keys, pens, books, etc. Nothing that has a weight greater than about 350g (about as heavy as a bottle or can of beer) can be lifted. In order to use this ability, your character must have line of sight with the object she is attempting to move.

In combat, things are much too frantic and chaotic to allow for the concentration that this spell requires to work.

Telepathy

Fandom Point Cost: 6

Requires: Will 8

Your character can send messages, in the form of words spoken as though from her voice, directly into the minds of others without actually speaking. Messages broadcast are roughly a single sentence in length. Messages sent are sent in the language of the sender, so if the target cannot understand that language, then the message is lost upon them. The recipient must be in the same world (Gensokyo, Makai, the Outside World, etc.) as the sender, or the message is not delivered.

In combat, things are much too frantic and chaotic to allow for the concentration that this spell requires to work.

Magical Spells

Magical Spells are the second sort of Trait. Unlike Special Abilities, where most of them are passive in nature, most Magical Spells need to be actively used. The most basic of Magical Spells can be cast repeatedly, infinitely, and almost instantly. But there are more powerful, more complex spells that may only be cast a certain number of times in a particular Stage. That limit is reset with the beginning of each Stage.

Magical Spells should not be confused with Spell Cards, which are featured later in this chapter.

The details of each Magical Spell are contained below.

Stage Limit

Spellcasters are not limited by drawing upon any sort of inherent magical pool to cast their spells. Instead, there is a Stage Limit.

For spells that have no Stage Limit (usually attacking spells), they only need to be purchased with Fandom Points once, and may be cast limitlessly during the course of the Stage. But for spells that have a Stage Limit, they may be purchased multiple times. Each purchase of a spell with a Stage Limit allows the caster to cast that spell once per Stage. This may actually be further modified by certain racial abilities as well as some very sought-after Precious Things.

The each number of times a spell may be cast is reset whenever the caster enters a new Stage.

List of Magical Spells

FP:	Name:	Requires:	StgL:	Brief Description:
--	Fire Elemental	--	--	--
4	Fire Arrow	Will 5	N	Deals Fire Elemental damage.
2	Flame Cantrip	Will 3	N	Produce minor spell effects involving fire.
4	Blessing of Flame	Will 4	Y	Enchants a weapon to deal Fire Elemental damage.
4	Boost Might	Resolve 4	Y	Raise a character's Might by 2.
2	Sphere of Light	Resolve 3	Y	Create a small hovering sphere that casts light. Dispel Invisibility.
10	Blind	Will 6	Y	Temporarily rob someone of their sight.
--	Wind Elemental	--	--	--
4	Wind Razor	Will 5	N	Deals Wind Elemental damage.
4	Blessing of Wind	Will 4	Y	Enchants a weapon to deal Wind Elemental damage.
4	Boost Finesse	Resolve 4	Y	Raise a character's Finesse by 2.
2	Flight	Resolve 4	Y	Grant one person the ability to fly temporarily.
8	Hurricane	Will 6	Y	Creates a mighty hurricane that knocks all fliers to the ground.
10	Silence	Will 6	Y	Temporarily rob someone of their voice.
--	Earth Elemental	--	--	--
4	Earthen Spike	Will 5	N	Deals Earth Elemental damage.
2	Earth Cantrip	Will 3	N	Produce minor spell effects involving earth.
4	Blessing of Earth	Will 4	Y	Enchants a weapon to deal Earth Elemental damage.
4	Boost Resolve	Resolve 4	Y	Raise a character's Resolve by 2.
4	Earth Wall	Resolve 6	Y	Earth Wall soaks ranged or melee attacks.
8	Root	Will 6	Y	Preventing an individual from running or flying away.
--	Water Elemental	--	--	--
4	Ice Arrow	Will 5	N	Deals Water Elemental damage.
2	Water Cantrip	Will 3	N	Produce minor spell effects involving water.
2	Ice Cantrip	Will 3	N	Produce minor spell effects involving ice.
4	Blessing of Ice	Will 4	Y	Enchants a weapon to deal Water Elemental damage.
4	Boost Will	Resolve 4	Y	Raise a character's Will by 2.
4	Breathe Underwater	Resolve 4	Y	Grant one person the ability to breathe underwater temporarily.
--	Nature Elemental	--	--	--
4	Spark	Will 5	N	Deals Nature Elemental damage.
2	Nature Cantrip	Will 3	N	Produce minor spell effects involving nature.
4	Blessing of Spark	Will 4	Y	Enchants a weapon to deal Nature Elemental damage.
4	Boost Cunning	Resolve 4	Y	Raise a character's Cunning by 2.
4	Influence Animal	Will 3	Y	Used to speak with regular animals, and ask small favors of them.
10	Sleep	Will 6	Y	Cause a target to fall asleep.
--	Spirit Elemental	--	--	--
4	Ghost Bolt	Will 5	N	Deals Spirit Elemental damage.
4	Spirit Bubble	Resolve 3	Y	Spirit Bubble places a protective barrier around the caster.
4	Blessing of Spirit	Will 4	Y	Enchants a weapon to deal Spirit Elemental damage.
4	Boost Charm	Resolve 4	Y	Raise a character's Charm by 2.
10	Lunacy	Will 6	Y	Inflict confusion upon a target.
10	Create Poltergeist	Will 7, Resolve 7	Y	Create a Construct out of spirit energy.
--	Illusion	--	--	--
8	Invisibility	Resolve 5	Y	Temporarily turn invisible.
4	Create Illusion	Resolve 5	Y	Create an illusory creature or object.
8	Illusionary Terrain	Create Illusion	Y	Create a small illusory setting.
8	Disguise	Will 4	Y	Change your character's appearance with an illusion.
4	Phantom Sound	Resolve 3	Y	Create a brief noise originating from a specific point.
--	Enchantment	--	--	--
8	Seal Enchantment	Will 7	Y	Enchant an item with a permanent magical effect.
10	Create Doll	Will 7, Resolve 7	Y	Animate a doll servant.
10	Create Shikigami	Will 8, Resolve 8	Y	Bind a familiar to yourself.
12	Ensoceel	Resolve 8	Y	Compel a target to behave in a particular way.
16	Legendary Effect	Will 9, Resolve 9	Y	Invoke a potentially world-changing spell effect.

List of Magical Spells (Cont.'d)

FP:	Name:	Requires:	StgL:	Brief Description:
	Divine	--	--	--
4	Fortune	Resolve 4	Y	Temporarily change the luck of a target.
4	Dispel	Resolve 6	Y	Remove any magical enchantments and ailments on one target.
4	Detect Enchantment	Resolve 3	Y	Detect any magical auras from objects.
8	Divination	Will 6	Y	Find an answer to a question.
8	Cure	Will 4	Y	Cures a naturally caused sickness.

Magical Spell Descriptions

Fire Elemental Spells

Fire Arrow

Fandom Point Cost: 4
Requires: Will 5
Stage Limit: No

Fire Arrow is a Fire Elemental ranged attack. It peters out after about 30m.

Flame Cantrip

Fandom Point Cost: 2
Requires: Will 3
Stage Limit: No

With Flame Cantrip your character can perform a variety of small tasks involving fire, such as lighting a cigar with her fingers, starting campfires, etc. No effect caused by Flame Cantrip is of sufficient strength to cause harm to any individuals, nor can it cause harm to property unless your character invests a sufficient amount of time trying to ignite it or prepares the object to ignite beforehand.

Blessing of Flame

Fandom Point Cost: 4
Requires: Will 4
Stage Limit: Yes

The caster may temporarily imbue an object in her possession, typically a weapon, so that it then deals Fire Elemental damage. If the enchanted item

previously dealt a different type of elemental damage, then that previous elemental type is overridden for the duration of this spell. Blessing of Flame has a duration of 1 turn for every 1 point of Will the caster possesses.

Boost Might

Fandom Point Cost: 4
Requires: Resolve 4
Stage Limit: Yes

Boost Might allows the caster to temporarily increase the Might statistic of her self or another target by 2 points. This spell's effects can stack. For every 1 point of Will the caster possesses, the Boost Might effect lasts for 1 turn.

Sphere of Light

Fandom Point Cost: 2
Requires: Resolve 3
Stage Limit: Yes

This spell creates a small globe of brilliant, but soft light. The sphere itself is about 10cm wide, and hovers about 30cm above the caster's head. The light it casts has a radius of about 10m, and any invisible individuals or objects caught within that radius at the time the spell is cast immediately have their invisibility dispelled.

However, if the invisible object or person was not in that radius when the spell was cast, but later entered it because the caster moved so as to catch the invisible someone, or if the invisible someone moved into the radius of the light afterwards, then it is a matter for the dice. Individuals may make a passive awareness

roll, using their Cunning statistic versus the Finesse statistic of the invisible someone. A successful passive awareness roll blows the cover, otherwise the invisible someone is safe.

Sphere of Light has a duration of 10 minutes for every point of Will the caster possesses. If she chooses, the caster may instantly terminate her Sphere of Light at will.

Blind

Fandom Point Cost: 10

Requires: Will 6

Stage Limit: Yes

This spell temporarily robs a target of its ability to see. Any attempts to strike while blind, either ranged or melee, gain no bonuses; only the roll of the dice is used.

For every 2 points of Will the caster possesses, the Blind effect persists on a target for 1 turn.

When casting Blind, the caster uses her Will statistic in a roll versus the target's Resolve statistic. If the caster's result is higher, the ailment takes effect. If the target's roll is higher, the ailment is resisted.

Wind Elemental Spells

Wind Razor

Fandom Point Cost: 4

Requires: Will 5

Stage Limit: No

Wind Razor is a Wind Elemental ranged attack. It peters out after about 30m.

Blessing of Wind

Fandom Point Cost: 4

Requires: Will 4

Stage Limit: Yes

The caster may temporarily imbue an object in her possession, typically a weapon, so that it then

deals Wind Elemental damage. If the enchanted item previously dealt a different type of elemental damage, then that previous elemental type is overridden for the duration of this spell. Blessing of Wind has a duration of 1 turn for every 1 point of Will the caster possesses.

Boost Finesse

Fandom Point Cost: 4

Requires: Resolve 4

Stage Limit: Yes

Boost Finesse allows the caster to temporarily increase the Finesse statistic of her self or another target by 2 points. This spell's effects can stack. For every 1 point of Will the caster possesses, the Boost Finesse effect lasts for 1 turn.

Flight

Fandom Point Cost: 2

Requires: Resolve 4

Stage Limit: Yes

This spell temporarily confers normal Flight, as described by the ability of the same name listed in the Special Ability section, to either the caster, or a target of the caster's choosing. The Flight spell lasts 10 minutes for every 1 point of Will the caster possesses.

Hurricane

Fandom Point Cost: 8

Requires: Will 6

Stage Limit: Yes

Hurricane blasts the nearby area with high powered winds, forcing any flyers to the ground immediately and preventing them from returning to the air. For every 2 points of Will the caster possesses, Hurricane lasts 1 turn. There is no way to resist this spell to maintain flying. All PCs and NPCs involved in the combat are knocked to the ground. Any new flying combatants that arrive are grounded before they actually enter combat. If she chooses, the caster may instantly terminate her Hurricane at will.

Silence

Fandom Point Cost: 10

Requires: Will 6

Stage Limit: Yes

This spell temporarily robs a target of its own ability to cast Magical Spells. However, Silence does not affect the use of Special Abilities (messages sent using Telepathy are not blocked, for example), nor does it prevent a character from using a Precious Thing unless that item is triggered by spoken words. For every 2 points of Will the caster possesses, the Silence effect persists on a target for 1 turn.

When casting Silence, the caster uses her Will statistic in a roll versus the target's Resolve statistic. If the caster's result is higher, the ailment takes effect. If the target's roll is higher, the ailment is resisted.

Earth Elemental Spells

Earthen Spike

Fandom Point Cost: 4

Requires: Will 5

Stage Limit: No

Earthen Spike is an Earth Elemental ranged attack. It peters out after about 30m.

Earth Cantrip

Fandom Point Cost: 2

Requires: Will 3

Stage Limit: No

With Earth Cantrip your character can perform a variety of small tasks involving the ground, such as raising a small area to serve as a table, creating an earthen bowl or other sorts of containers, etc. No effect caused by Earth Cantrip is of sufficient strength to cause harm to any individuals or property unless your character invests a sufficient amount of time to do so.

Blessing of Earth

Fandom Point Cost: 4

Requires: Will 4

Stage Limit: Yes

The caster may temporarily imbue an object in her possession, typically a weapon, so that it then deals Earth Elemental damage. If the enchanted item previously dealt a different type of elemental damage, then that previous elemental type is overridden for the duration of this spell. Blessing of Earth has a duration of 1 turn for every 1 point of Will the caster possesses.

Boost Resolve

Fandom Point Cost: 4

Requires: Resolve 4

Stage Limit: Yes

Boost Resolve allows the caster to temporarily increase the Resolve statistic of her self or another target by 2 points. This spell's effects can stack. For every 1 point of Will the caster possesses, the Boost Resolve effect lasts for 1 turn.

Earth Wall

Fandom Point Cost: 4

Requires: Resolve 6

Stage Limit: Yes

Earth Wall conjures a barrier that protects the caster, absorbing one strike from either a melee or ranged source for every 2 points of Resolve the caster has. Since the wall is stationary, all attacks launched against it automatically succeed. The wall also cannot provide protection if the caster later moves away from it.

Unfortunately Earth Wall has a limitation, it can only be cast while on the ground, as it extends upwards about 2m, rising from the ground.

Root

Fandom Point Cost: 8
Requires: Will 6
Stage Limit: Yes

This spell prevents a character from moving from the spot where they stand. Any Evasion bonus they have is reduced to 0, forcing them to rely upon the dice alone. This spell prevents any flight-capable victim from taking to the air, although in order to affect a target, that target cannot be flying and must already be on the ground. For every 2 points of Will the caster possesses, the Root effect persists on a target for 1 turn.

When casting Root, the caster uses her Will statistic in a roll versus the target's Resolve statistic. If the caster's result is higher, the ailment takes effect. If the target's roll is higher, the ailment is resisted.

Water Elemental Spells

Ice Arrow

Fandom Point Cost: 4
Requires: Will 5
Stage Limit: No

Ice Arrow is a Water Elemental ranged attack. It peters out after about 30m.

Water Cantrip

Fandom Point Cost: 2
Requires: Will 3
Stage Limit: No

Water Cantrip allows your character to perform any number of small attacks involving water, such as filling a glass with it, dousing small flames, etc. No effect caused by Water Cantrip is of sufficient strength to cause harm to anyone or anything unless the caster invests a significant amount of time performing the spell, or preparing whatever it is they want to be damaged to be damaged.

Ice Cantrip

Fandom Point Cost: 2
Requires: Will 3
Stage Limit: No

Like the other cantrip spells, Ice Cantrip enables the caster to perform various small deeds involving ice, like encasing frogs or cooling down beer. No effect caused by Ice Cantrip is of sufficient strength to cause harm to anyone or anything unless the caster invests a significant amount of time performing the spell, or preparing whatever it is they want to be damaged to be damaged.

Blessing of Ice

Fandom Point Cost: 4
Requires: Will 4
Stage Limit: Yes

The caster may temporarily imbue an object in her possession, typically a weapon, so that it then deals Water Elemental damage. If the enchanted item previously dealt a different type of elemental damage, then that previous elemental type is overridden for the duration of this spell. Blessing of Water has a duration of 1 turn for every 1 point of Will the caster possesses.

Boost Will

Fandom Point Cost: 4
Requires: Resolve 4
Stage Limit: Yes

Boost Will allows the caster to temporarily increase the Will statistic of her self or another target by 2 points. This spell's effects can stack. For every 1 point of Will the caster possesses (prior to casting this spell), the Boost Will effect lasts for 1 turn.

Breathe Underwater

Fandom Point Cost: 4

Requires: Resolve 4

Stage Limit: No

This spell temporarily confers the ability to breathe underwater, as per the description of the Special Ability of the same name. This spell may affect either the caster, or a target of the caster's choosing. The Breathe Underwater spell lasts 10 minutes for every 1 point of Will the caster possesses.

Nature Elemental Spells

Spark

Fandom Point Cost: 4

Requires: Will 5

Stage Limit: No

Spark is lightning bolt-like Nature Elemental ranged attack. It peters out after about 30m.

Nature Cantrip

Fandom Point Cost: 2

Requires: Will 3

Stage Limit: No

Nature Cantrip allows your character to perform any number of small attacks involving nature, like making a flower blossom or fruit ripen. No effect caused by Nature Cantrip is of sufficient strength to cause harm to anyone or anything unless the caster invests a significant amount of time performing the spell, or preparing whatever it is they want to be damaged to be damaged.

Blessing of Spark

Fandom Point Cost: 4

Requires: Will 4

Stage Limit: Yes

The caster may temporarily imbue an object in her possession, typically a weapon, so that it then deals Nature Elemental damage. If the enchanted item previously dealt a different type of elemental damage, then that previous elemental type is overridden for the duration of this spell. Blessing of Nature has a duration of 1 turn for every 1 point of Will the caster possesses.

Boost Cunning

Fandom Point Cost: 4

Requires: Resolve 4

Stage Limit: Yes

Boost Cunning allows the caster to temporarily increase the Cunning statistic of her self or another target by 2 points. This spell's effects can stack. For every 1 point of Will the caster possesses, the Boost Cunning effect lasts for 1 turn.

Influence Animal

Fandom Point Cost: 4

Requires: Will 3

Stage Limit: Yes

Influence Animal allows you to speak with non-Youkai animals for a short time, about 1 minute per point of Will your character possesses. Your character may also attempt to get the animal in question to perform a favor on her behalf by using her Will statistic and rolling versus the Resolve statistic of the animal in question. If your character's roll is higher, the animal will comply, but if the roll fails, the animal refuses and the conversation is ended. If you asked something particularly outrageous, the animal may attempt to find a Youkai of the same species to come and hunt you down.

If your character is a Beast Youkai of the same species of animal to which you are speaking, then you gain a +2 affinity bonus for your roll versus.

Sleep

Fandom Point Cost: 10

Requires: Will 6

Stage Limit: Yes

As its name might suggest, this spell puts a target into a deep sleep. Although this spell will work in combat, if cast on a flying target, the shock of landing on the ground will wake them up again (but it will not consume a life) and disorient them (causing them to miss their next action). However, a target that is on the ground and put to sleep, will remain asleep for 1 turn for every 2 points of Will the caster possesses.

This magical sleep can also be prematurely ended by attacking the target.

While asleep, any Evasion bonus the target has is reduced to 0, forcing them to rely upon the dice alone.

When casting Sleep, the caster uses her Will statistic in a roll versus the target's Resolve statistic. If the caster's result is higher, the ailment takes effect. If the target's roll is higher, the ailment is resisted.

Spirit Elemental Spells

Ghost Bolt

Fandom Point Cost: 4

Requires: Will 5

Stage Limit: No

Ghost Bolt is a Spirit Elemental ranged attack. It peters out after about 30m.

Spirit Bubble

Fandom Point Cost: 4

Requires: Resolve 3

Stage Limit: Yes

The Spirit Bubble encases the caster in a barely visible thin globe of spirit energy with a radius of about 2m that preserves the atmosphere inside. Spirit Bubble has a duration of 10 minutes for each point of Will the caster possesses. Unfortunately Spirit Bubble does not have any effect in or upon combat.

Blessing of Spirit

Fandom Point Cost: 4

Requires: Will 4

Stage Limit: Yes

The caster may temporarily imbue an object in her possession, typically a weapon, so that it then deals Spirit Elemental damage. If the enchanted item previously dealt a different type of elemental damage, then that previous elemental type is overridden for the duration of this spell. Blessing of Spirit has a duration of 1 turn for every 1 point of Will the caster possesses.

Boost Charm

Fandom Point Cost: 4

Requires: Resolve 4

Stage Limit: Yes

Boost Charm allows the caster to temporarily increase the Charm statistic of her self or another target by 2 points. This spell's effects can stack. For every 1 point of Will the caster possesses, the Boost Charm effect lasts for 1 turn.

Lunacy

Fandom Point Cost: 10

Requires: Will 6

Stage Limit: Yes

This powerful spell causes an individual to attack her allies instead of her foes. This effect is immediately ended if the affected individual loses a life.

For every 2 points of Will the caster possesses, the confusion effect persists on a target for 1 turn.

When casting Lunacy, the caster uses her Will statistic in a roll versus the target's Resolve statistic. If the caster's result is higher, the ailment takes effect. If the target's roll is higher, the ailment is resisted.

Create Poltergeist

Fandom Point Cost: 10

Requires: Will 7, Resolve 7

Stage Limit: Yes

This spell is the second-last component when creating a Poltergeist. (The final component being Seal Enchantment.) Create Poltergeist involves a lengthy incantation, requires a specially prepared room, as well as a number of possessions belonging to the person that the Poltergeist is based upon. The room needs to be empty, save for five braziers (placed in a circle) in which five valuable possessions of the source person are to be burned. The room needs to be sealed for the duration of the incantation, that none of the smoke from the burnings can escape. It should come as no surprise that five possessions are also needed, which will be consumed during the casting. With each brazier alight, the caster stands in the middle of the room and recites the incantation, repeating it until the flames consume the objects in the brazier entirely, continuing on to the second stage of the incantation, repeated while the smoke coalesces into the intended form of the Poltergeist.

Attempting to bind a Poltergeist as a Shikigami before the Poltergeist has been stabilized with a Seal Enchantment causes the Create Poltergeist spell to abruptly end with the Poltergeist's immediate destruction, a violent magical explosion that will cause the caster to permanently start all future Incidents with 1 less Life.

This spell cannot fail, although the result may not always be as intended. Unless followed up by a Seal Enchantment spell, the Poltergeist will dissipate in about 5 minutes.

Illusion Spells

Invisibility

Fandom Point Cost: 8

Requires: Resolve 5

Stage Limit: Yes

Rendering you temporarily unseen, Invisibility has a base duration of 1 minute for every 2 points of Will the caster possesses. She may cast this spell on herself or another individual if she so chooses. If, while invisible, the affected individual chooses to attack, cast a spell, or otherwise attempt to interact with any PCs or NPCs, the Invisibility effect is instantly ended.

Although this spell hides your appearance, you can still make sounds, be bumped into, or have a smell.

Create Illusion

Fandom Point Cost: 4

Requires: Resolve 5

Stage Limit: Yes

With this spell, the caster can create illusions of people, monsters, & objects, both real and imagined. Of course, if the caster attempts to create an illusion of someone she is not familiar with, then there is always the possibility of inaccuracy. Illusions are visual only, and do not make any noise (though it might be possible for the caster to conspire with someone else to create noise for them.). They are also immaterial, and dissipate if struck. An illusion lasts one minute for every point of Will the caster possesses. The caster must concentrate on maintaining the illusion. It obeys her whims, behaving exactly as she envisions it.

Depending upon the circumstances in which an illusion is employed, it may be more or less believable. The base believability of the illusion is equal to the caster's Resolve, modified by the chart below. Individuals seeing the illusion, who have cause to disbelieve it, roll using their Cunning statistic, plus appropriate modifiers.

Condition:

In the shadows, barely an outline.	+5
Split second there-and-gone appearance	+5
Indistinct person, or monster the observer is not familiar with.	+3
Viewable in full daylight, perhaps appearing as a person passing in a crowd	+2
The observer expects the illusion to be making noise*	-2
Someone the observer knows	-3

Believability Modifier:

Condition:

The place the illusion is of is indistinct or unfamiliar to the observer	+5
The place the illusion is of is familiar to the observer	-3

Believability Modifier:

**Unless, of course, someone working with the caster is there to make noise, or the Phantom Sound spell is used in conjunction with this spell.*

Illusionary Terrain

Fandom Point Cost: 8
Requires: Create Illusion
Stage Limit: Yes

This is a powerful variation of the basic Create Illusion spell, allowing the caster to transform nearby terrain into an illusionary setting of the caster's will. The total affected area is roughly a Hectare in size. Unlike the Create Illusion spell, interacting with this imaginary environment does not dispel it. Moreover, this illusion also stifles any natural sounds of the terrain it is appearing in, and replaces it with its own. Upon using this spell, the caster need not concentrate any further, though she may dispel it any time at will. Once created, the caster may not manipulate the illusionary terrain as she wills unless she dispels and re-casts the spell. One of the most powerful aspects of this particular spell is that it cannot be dispelled by the Dispel spell.

Just like the Create Illusion spell, depending upon the circumstances in which an illusion is employed, it may be more or less believable. The base believability of the illusion is equal to the caster's Resolve, modified by the chart below. Individuals seeing the illusion, who have cause to disbelieve it, roll using their Cunning statistic, plus appropriate modifiers.

Disguise

Fandom Point Cost: 8
Requires: Will 4
Stage Limit: Yes

Kind of a personal illusion, Disguise changes the appearance of the caster for a short time. It is a simple way of creating a fantastic new outfit, or it might even be possible to duplicate the appearance of someone else. Disguise has a duration of 10 minutes per 2 points of Resolve, though it may be dispelled by the caster at will.

As with all the other illusionary spells, depending upon the circumstances in which an illusion is employed, it may be more or less believable. The base believability of the illusion is equal to the caster's Resolve, modified by the chart below. Individuals seeing the illusion, who have cause to disbelieve it, roll using their Cunning statistic, plus appropriate modifiers.

Condition:

The disguise is an original creation	+2
The disguise is intended to look like someone the observer has seen before	0
The disguise is intended to look like someone the observer knows	-3

Believability Modifier:

Phantom Sound

Fandom Point Cost: 4
Requires: Resolve 3
Stage Limit: Yes

The best application of this spell is in tandem with one of the visual illusion spells. Phantom Sound can generate non-descript noises, beast growls, wood creaking, footfalls, etc. It cannot be used to duplicate someone else's voice, or even speak in an original voice.

Aside from accompanying a proper illusion, this spell alone can sometimes make an excellent distraction.

Enchantment Spells

Seal Enchantment

Fandom Point Cost: 8

Requires: Will 7

Stage Limit: Yes

This spell seals enchantments within items, effectively making the enchantment's duration infinite, and is primarily used to create lasting magical items. There is a ritual component to this spell, requiring the Seal Enchantment spell to be performed in a specially prepared area, but as the enchanting of items also usually requires prepared areas and involves rituals, this shouldn't be too much of a problem.

Create Doll

Fandom Point Cost: 10

Requires: Will 7, Resolve 7

Stage Limit: Yes

This spell is the second-last component when creating a doll servant. (The final component being Seal Enchantment.) Create Doll involves a lengthy incantation, requires a specially prepared room, as well as 108 precious gems. The room needs to be empty, with an open floor upon which to inscribe a complex arcane symbol. In the center of the room, the gems are placed, and the doll to be animated is placed upon them. The doll used must be of exceptional make. The caster stands outside of the symbol and recites the incantation 108 times, each time a gem in the middle of the room vanishes. When the last gem vanishes, the whole symbol on the floor vanishes as well, leaving only the newly animated doll servant, which will awake a few seconds afterwards, ready to serve her master.

A caster may create and control a number of dolls equal to her Resolve statistic. Doll servants have 1 Life, 0 Bombs, and 2 in each of their Primary Statistics. Their primary attack may or may not be elemental in nature, depending upon the components that went into their creation. If using a doll servant to perform any sort of complex tasks (those requiring Skills), the caster suffers a -1 penalty to each of her rolls through each doll after the first that she is currently controlling.

This spell cannot fail, although the result may not always be as intended. Unless followed up by a Seal Enchantment spell, the doll servant will collapse back into lifelessness after about a minute.

Create Shikigami

Fandom Point Cost: 10

Requires: Will 7, Resolve 8

Stage Limit: Yes

This spell forges a pact between your character and another, lesser being. The principle requirement is that the master of the relationship possesses both superior Will and Resolve statistics compared to the shikigami. If ever a shikigami should possess a better rating in one or both statistics than her master, then this spell is broken. There is a ritual component to this spell, and it must be performed in a prepared area. The individual who is to become shikigami must be willing to submit to the process. (This submission is still possible to obtain if she is under duress.)

If a shikigami experiences a Bad End, this spell is broken and the master permanently starts all future Incidents with 1 less Life. If the shikigami breaks the spell by gaining a superior Will or Resolve statistic, the spell is broken and the master also permanently starts all future incidents with 1 less life. Fortunately for the shikigami, if the master meets with a Bad End, there is no lasting negative repercussion for her.

A master and her shikigami always know where one another are in relation to themselves. They also have a mild sense of what the other is feeling. When in immediate proximity to one another (within the same stage, or within about 100m) both the master and shikigami gain a +1 bonus on their rolls to strike and evade. A Shikigami must obey her master's commands except those to commit suicide. A command to commit suicide will break the Create Shikigami spell.

It is not possible for an individual to have more than one Shikigami at any given time.

Ensorcel

Fandom Point Cost: 12

Requires: Resolve 8

Stage Limit: Yes

This is an immensely powerful spell that can be used to compel someone to do something they might not normally do, a form of insidious, indirect mind control. The caster attempts to implant a set of instructions into the target. These instructions may be very simple, or very complex. The instructions cannot include commands for the target to kill herself, though they may contain commands for the target to attack someone else. This spell effect will persist on the user until the instructions are carried out, or the spell is dispelled. The target will only have vague memories about what went on while they were ensorcelled after the effect ends.

The target must be at the center of an arcane symbol scrawled upon the floor. This usually means that the target must be restrained or unconscious before this spell can be cast. The caster must physically touch the target, and then recite the incantation.

When casting Ensorcel, the caster uses her Will statistic in a roll versus the target's Resolve statistic. If the caster's result is higher, the ailment takes effect. If the target's roll is higher, the ailment is resisted.

Legendary Effect

Fandom Point Cost: 16

Requires: Will 9, Resolve 9

Stage Limit: Yes

This powerful magical spell has no defined effect. It is invoked to cause massive, potentially world-changing events. Legendary Event was the spell used to erect the Hakurei Barrier. Legendary Event always requires an immensely complex ritual, and extremely hard to come by components. Each Legendary Effect spell is unique, and it will require an immense amount of research to determine the proper ritual actions as well as the components needed. It will require a lot of discussion between the player and the GM to determine to tailor the final requirements of the spell.

It is entirely possible that most people will probably play this game without ever witnessing this spell being cast in any campaign.

Divine Spells

Fortune

Fandom Point Cost: 4

Resolve: 4

Stage Limit: Yes

Fortune temporarily imbues an individual with a Fortune Charge. The target of Fortune may choose to forego resisting the spell, in which case she may choose when to expend the Fortune Charge. A target that chooses to resist its effects must roll her Resolve versus the Will of the caster. If the target's roll is higher, she has resisted the spell. If the caster's roll is higher, the target gains a Fortune Charge. However, in this case the individual affected by the Fortune Charge does not have control over when it gets used, that remains firmly under the control of the original caster.

A Fortune Charge can be expended anytime after the target affected by the charge has just made a roll, forcing her to discard the results of that roll and immediately re-roll, accepting the results of that second roll.

Fortune Charges persist on a character for the duration of a Stage.

Dispel

Fandom Point Cost: 4

Requires: Resolve 6

Stage Limit: Yes

An amazing powerful spell capable of stripping targets of both positive and negative spell effects that they are ensorcelled with. It is capable of removing Sleep, Blind, Bind, Confusion, Silence, Fortune Charges, Raised Statistics, and Ensorcel. Such is the power of Dispel that effects are automatically removed, with no chance to resist its effects. Unfortunately, Dispel cannot remove effects that have been followed

up with a Seal Enchantment spell, nor can it impact the effects of any Legendary Effect spell. Dispel is capable of temporarily nullifying the binding effects of cursed items for a minute, long enough for an individual stuck with one to discard it and be free of it's magical grasp.

Detect Enchantment

Fandom Point Cost: 4

Requires: Resolve 3

Stage Limit: Yes

This spell can be cast to detect any nearby magical auras, as well as revealing what that aura might be. Detect Enchantment has a very small range, only being about 1m from the caster, though it is entirely possible that Detect Enchantment will find an enchantment on another nearby object rather than the one that has the caster's attention. Detect Enchantment only detects on particular aura, so in the case that two objects are close enough to be detected, the item that is the closer of the two is detected first.

Divination

Fandom Point Cost: 8

Requires: Will 6

Stage Limit: Yes

Through Divination certain truths can be found. With this spell, the caster includes a question. She will receive a one word answer, more akin to a suggestion, vague impression, or feeling than an actual answer. This answer is never a proper name, so asking questions like "Who stole the Precious Thing?" cannot be answered, and thus the spell will fail. The answer is never explicit, but more of a gentle prod in the right direction. Attempting to word a question to gain an explicit answer is apt to cause the spell to fail.

Cure

Fandom Point Cost: 8

Requires: Will 4

Stage Limit: Yes

This is a simple but powerful spell that can instantly remove any natural illness from the target. It does have limitations in that it cannot remove full-blown or magical diseases. Moreover, a target exhausted from fighting a fever or infection will still feel a little tired and will need to rest a while.

By casting this spell, it can either instantly remedy a problem or reveal the fact that an illness is a more serious disease or perhaps has supernatural origins.



Precious Things

Special items are uncommon in Gensokyo. They tend to have some sort of unique effect, or perform more powerful versions of things that more mundane items can do. A fandom point cost of "--" means that it's simply not possible to purchase such an item through points. Items with those entries might turn up during the course of an Incident, purchased at Kourindou (likely for a steep cost), or sometimes even unexpectedly obtained at the Kirisame-ya Second Hand Shop.

List of Precious Things

Fp:	Name:	Requires:	Brief Description:
8	Ageruld	--	A tablecloth, that when spread, presents any meal the person desires.
4	Autumn's Color	--	Wand. +1 bonus to spell-based attacks.
12	Biwa of Benzaiten	--	Adds a +3 bonus to rolls involving Artistry & Proper Behavior.
12	Blue Lantern	--	While lit, its owner never tires.
12	Bunbuku Chagama	--	Adds a +3 bonus to rolls involving Herbalism & Cooking.
4	Bunbunmaru Vol.1 Issue #1	--	The first ever issue of Aya Shamemaru's newspaper.
4	Burning Spirit	--	Katana. Fire Elemental.
12	Caduceus	--	Wand. +2 bonus to spell-based attacks
--	Chandrasahs	--	Sword of Ravana. While equipped, wearer is immune to the Root ailment.
12	Dragonfly Slicer	--	Spear. +2 bonus to weapon-based attacks.
12	Ebisu's Fabulous Folded Hat	--	Adds a +3 bonus to rolls involving Farming/Gardening & Fishing.
--	Elemental Reactor	--	Eliminates Stage Limit for all spells in the caster's magical repertoire.
8	Feather Robe	--	A robe that removes all of the wearer's emotion.
4	Flying Broomstick	--	Enables a user to fly as though she has the Flight ability.
8	Better Broomstick	--	Enables a user to fly as though she has the Superior Flight ability.
16	Best Broomstick	--	Enables a user to fly as though she has the Supreme Flight ability.
8	Gills of Urashima	--	Enables a user to breath underwater indefinitely.
--	Grasscutter	--	An ancient sword imbued with the power of the wind.
8	Gourd of Infinite Sake	--	The best Precious Thing in the game.
--	Gungnir	--	Artifact spear from Asgard. +3 to weapon-based attacks.
4	Hangover Prevention Amulet	--	Prevents hangovers.
12	Hannya's Mask	--	Adds a +3 bonus to Bluff & Intimidate.
--	Heaven's Jeweled Spear	--	Naginata. Water Elemental.
--	Hourai Elixir	--	Confers immortality.
12	Idol of Daikokuten	--	Adds a +3 bonus to rolls involving Sneaking & Thievery.
--	Jeweled Pagoda of Bishamonten	--	Doubles the number of Bombs the possessor starts with.
16	Kintaro's Axe	--	Battle-axe. Nature Elemental. Adds a +1 bonus to weapon-based attacks.
8	Kongo	--	A trident-like staff capable of shedding magical light.
--	Laevateinn	--	Artifact wand from Vanaheim. +3 to spell-based attacks.
12	Little Fox, The	--	Katana. Adds a +3 bonus to rolls involving Blacksmithing & Tailoring.
8	Magatama Necklace	--	Reduces the cost of Continuing to 2 Fandom Points.
8	Maple Shield	--	Reduces the user's Hitbox Rating by 1.
8	Ring of Mudarra	--	Grants the wearer immunity to Blindness.
12	Mirror of Deities & Beasts	--	Adds a +3 bonus to rolls involving Lore & Animal Master.
12	Shojo Doll	--	Adds a +3 bonus to rolls involving Awareness & Brewing.
4	Silver Throwing Knives	--	Ranged attack weaponry. Adds +1 to attacks.
Special	Spell Card	--	A Spell Card, as discussed in the Spell Card section.
4	Tamamo's Garb	--	Stately clothing that is always clean and smells nice.
4	Tengu 35mm Camera	--	A camera. Takes B&W photographs.
--	The Sentinel	--	Katana. Roukanken. Spirit Elemental. Adds +1 to attacks.
--	The White Tower	--	Wakizashi. Hakuroken. The wielder is immune to the Lunacy ailment.
16	Uchide's Mallet	--	Increases or reduces a target's Hitbox Rating by 1.
--	Yin-Yang Orb	See Description	The Hakurei Shrine's greatest treasure.

Precious Thing Descriptions

Ageruld

Fandom Point Cost: 8

Ageruld is a fabled tablecloth that, when spread out, reveals any meal the person unfurling it desires at the time. Although any desires as to the specifics of the meal are met, the meals also never surprise the creator, only just meeting expectations. Ageruld creates 6 servings of the meal in question. Folding the tablecloth up again causes any meals created by it, as well as any accessories (plates, utensils, etc.) or leftovers/scraps to vanish into thin air.

Autumn's Color

Fandom Point Cost: 4

This is a small ornate wand crafted from birch wood. Wielding it further empowers an individual's spells and adds a +1 bonus to her rolls to strike with spell-based attacks.

Biwa of Benzaiten

Fandom Point Cost: 12

A biwa is a sort of lute, featuring a short neck. The biwa of Benzaiten, one of Japan's Seven Lucky Gods, is crafted from an unknown wood that shines with a golden hue. Just possessing the biwa inspires a person with creativity, granting the individual a +3 bonus to any Artistry or Proper Behavior rolls. It is also impossible for the holder of the biwa to suffer the Silence ailment.

Blue Lantern

Fandom Point Cost: 12

At first glance, it appears to be a traditional bamboo-framed paper lantern called an andon, but upon closer inspection its paper covering is an illusion. While this lantern is lit, the person who lit it will never tire. She never feels the need to sleep, and is actually immune to being affected by the Sleep ailment. After having relied on the lantern to delay any sort of

exhaustion effects (basically any usage of the lamp for more than one day), should it be extinguished the person who originally lit the lamp will feel extremely tired and want to do nothing other than get a good, full session of sleep under her belt.

The lantern requires proper fuel to operate, so it must also be continually filled if someone chooses to make use of it for an extended period of time. At maximum oil capacity, the lantern will last for 12 hours.

Bunbuku Chagama

Fandom Point Cost: 12

One of the most strange treasures to be found is the Bunbuku Chagama, which is a strange teapot with legs. It requires no heat, only water and leaves to produce an excellent tasting tea. After inserting the desired and necessary materials, the lamp will begin to dance. When it stops dancing, several minutes later, the tea inside will be piping hot and ready for consumption.

The owner of a Bunbuku Chagama receives a +3 bonus to any Herbalism or Cooking rolls.

Bunbunmaru Vol.1 Issue 1

Fandom Point Cost: 4

This is Aya's very first newspaper! It doesn't have any magical properties or anything, but it's pretty damned hard to come by. If Aya knew you had one, she'd probably be impressed. If, you know, you wanted to attract her attention in the first place. Possessing this newspaper gives your character a +2 bonus to all social rolls when dealing with Aya Shameimaru.

Burning Spirit

Fandom Point Cost: 4

This is a high-quality katana, imbued with the spirit of a fiery demon which grants the blade the ability to deal Fire Elemental attacks.

Caduceus

Fandom Point Cost: 12

A small silver rod, topped with a pair of white wings. Wielding it further empowers an individual's spells and adds a +2 bonus to her rolls to strike with spell-based attacks.

Chandrahass

Fandom Point Cost: --

Called the "Moon Blade", this sword did not actually come from the moon, but was instead a gift from the Buddhist god Shiva to one of his devotees, the Emperor of Three Worlds, Ravana. As one might expect, this is a one of a kind weapon of a distinctly foreign design. Chandrahass confers to its wielder an immunity to the Root ailment.

Dragonfly Slicer

Fandom Point Cost: 12

Renowned for the sharpness of its blade, the Dragonfly Slicer adds a +2 bonus to her rolls to strike with weapon-based attacks. In Japanese it's called the Tonbogiri, and it was wielded by General Honda Tadakatsu.

Ebisu's Fabulous Folded Hat

Fandom Point Cost: 12

The hat of Ebisu, another of Japan's Seven Lucky Gods, is an extremely tall piece of headwear crafted from a mysterious black cloth. While wearing this rather distinctive hat, an individual gains a +3 bonus to any Fishing or Farming/Gardening rolls.

Elemental Reactor

Fandom Point Cost: --

Sometimes called Hakkeru or Mini-Hakkeru, these small devices, usually small cubes crafted of iron and wood, fit into the palm of your hand. They generate immense magical energies for their user, allowing them to cast any spell they know that has a Stage Limit as though they didn't have a Stage Limit. However, the Elemental Reactor may only be activated for one Stage per Incident or they will overload and meltdown. An Elemental Reactor that has suffered a meltdown consumes one life from its user and is irreparably destroyed.

Feather Robe

Fandom Point Cost: 8

A very rare artifact from the moon usually worn by the rulers there, as the robe strips the wearer of all emotional influence. In all social contests, any rolls made by the wearer and the individual they are in a contest with use no other modifiers to any involved rolls other than those provided by their Main Statistics. A wearer of a Feather Robe, called a Hagoromo in Japanese, is unable to experience emotion of any kind. When conversing, the wearer sounds cold, distant, and almost mechanical.

Flying Broomstick

Fandom Point Cost: 4

This broomstick is capable of flying as per the Flight special ability. A character can control the broom by mounting it, either straddling it or riding sidesaddle. While mounted, the broom obeys its user's mental commands to the best of its abilities. Magical brooms are near-indestructible, so there's no real point in trying to target them in combat. A broom's user cannot be dismounted unless that user has her Lives reduced to 0.

If a user is separated from her broom, the broom loses all power and falls to the earth.

Better Broomstick

Fandom Point Cost: 8

This is another type of flying broomstick, except it flies better than the regular Flying Broomstick. This broomstick is capable of flight as per the Superior Flight special ability, but otherwise behaves exactly the same as the regular Flying Broomstick.

Best Broomstick

Fandom Point Cost: 16

This is the best kind of flying broomstick available. This broomstick is capable of flight as per the Supreme Flight special ability, but otherwise behaves exactly the same as the regular Flying Broomstick.

Gills of Urashima

Fandom Point Cost: 8

Gifts to those who the Emperor of the Sea wishes to visit him. These gills are named after the instance of the most recent pair provided to a mortal. In spite of their name, they are not actually a unique item.

These gills resemble small patches of skin with gills on them. When placed on the neck, they fuse with the skin, essentially grafting the gills to the person. They remain affixed for the rest of that individual's life, dropping off shortly after death.

Grasscutter

Fandom Point Cost: --

This is an ancient sword of unknown origin, said to have been liberated from the terrible Orochi. In Japanese, its name is Kusanagi no Tsurugi. (Previously it had been named The Sword of Heaven's Gathering Clouds, which in Japanese is Ame no Murakamo no Tsurugi.) It would become an important symbol of Japan, but through a series of misadventures the original sword wound up vanishing and a cunningly

crafted duplicate has been used in all ceremonial functions in the outside world ever since. Contrary to popular belief, the Grasscutter is not a katana, being so old that it predates the iconic Japanese design. It should go without saying, but only one true Grasscutter exists.

The wielder of the Grasscutter is immune to all Fire Elemental attacks, and she is also capable of dealing Wind Elemental attacks with it. Once per Incident, the Grasscutter can be used to invoke an effect identical to the Wind Elemental spell Hurricane, but instead of drawing upon every 2 points of the user's Will, but the Grasscutter's Hurricane effect draws upon every 2 points of the wielder's Might instead.

Gourd of Infinite Sake

Fandom Point Cost: 8

They were first created by the Oni, and mostly remain in their possession. They are unfortunately rare above ground in Gensokyo, but you'll be happy to know that true to its name, it actually provides infinite sake.

The quality of the sake it produces may vary from gourd to gourd, depending upon the type of sake used in its original creation.

Gungnir

Fandom Point Cost: --

This is the spear of the Norse god, Odin. It appears to have been brought from northern Europe to Gensokyo by Remilia Scarlet, and as such looks somewhat out of place in Gensokyo. Only one Gungnir exists. It adds +3 to strike with a character's weapon based danmaku attacks.

Hangover Prevention Amulet

Fandom Point Cost: 4

If worn while drinking, this fantastic charm will prevent the effects of any such drinks from affecting your character the next morning.

Hannya's Mask

Fandom Point Cost: 12

Hannya's Mask is a mask carved to resemble the character Hannya for a Noh play. Hannya was a vengeful, wicked woman who was transformed into a demon. Although the mask won't actually turn the wearer into a demon, it can be rather frightening to behold. While wearing this artifact, an individual gains a +3 bonus to any Bluff or Intimidate rolls.

Heaven's Jeweled Spear

Fandom Point Cost: --

In Japanese, this spear is called the Ame no Nuhoko. It is a naginata, and was a weapon granted to two very early gods named Izanagi and Izanami. With it, the two created the islands of ancient Japan by churning the seas. To this day, the spear holds an affinity with water, allowing the user to deal Water Elemental attacks. Moreover, this weapon provides a user with a +3 bonus on rolls to strike with weapon-based attacks.

Hourai Elixir

Fandom Point Cost: --

This is the forbidden elixir, or so they say. In fact, so it's forbidden that a sample of it might not currently exist. The Hourai Elixir confers immortality to those who drink it. More accurately, it prevents a person from aging anymore. If a character were to drink it, they may continue to subsequently lose lives in their adventures even receive Bad Endings. The exact means of creating this elixir are not known.

Idol of Daikokuten

Fandom Point Cost: 12

This is a small statue of the god Daikokuten, one of the Seven Lucky Gods. This particular statue has been said to have been stolen ten thousand times

over, and rather than frowning upon the repeated theft of his artifacts, Daikokuten was in fact pleased! The owner of this idol gains a +3 bonus to any Sneaking or Thievery rolls. At least until someone steals it again.

Jeweled Pagoda of Bishamonten

Fandom Point Cost: --

The pagoda is an immensely powerful relic belonging to Bishamonten, one of the Seven Lucky Gods. However, he has entrusted it to one of his foremost disciples, Shou Toramaru. Only one Jeweled Pagoda is known to exist.

The Jeweled Pagoda of Bishamonten doubles the number of Bombs its possessor starts with at the beginning of an Incident. However, if lives are lost during an Incident, the subsequent lives of the pagoda's holder do not start with the additional Bombs.

Kintaro's Axe

Fandom Point Cost: 16

This weapon once belonged to the famous Sakata no Kintoki, who in his youth had been known as Kintaro and had grown up in the wilderness. His affinity for nature is reflected in this axe, a masakari-style battle axe. Attacks with this weapon deal Nature Elemental damage, and also provide the wielder with a +1 bonus to strike with her weapon-based attacks.

Kongo

Fandom Point Cost: 8

The triple-pronged head of this staff constantly sheds light as per the Sphere of Light spell. However, it differs from the spell in one key way, in that it will dispel the invisibility of any hidden person or object passing through the radius of its light. Kongo's light can be both a blessing and a curse, as its ability to shed light and dispel invisibility effects is extremely useful, but it is also not possible to "turn off" the staff's light effect, which may draw unwanted attention in dark places.

Laevateinn

Fandom Point Cost: --

Laevateinn is a wand that supposedly belonged to the Norse trickster-god Loki. It was probably brought into Gensokyo from northern Europe by Flandre Scarlet. Only one Laevateinn exists. It adds +3 to strike with a character's spell-based danmaku attacks.

Little Fox, The

Fandom Point Cost: 12

The creation of the Little Fox was commissioned by then-emperor Ichijo, and the task of crafting it fell to a smith named Munechika. Munechika doubted his ability to craft a worthwhile weapon and thus made an appeal to Inari. Inari appeared, and together with Munechika, they created this fabulous weapon. In Japanese, its name is Kogitsune-maru. It is extremely ornate, and in spite of its long history it's entirely possible that it has not been used in battle although it is more than up to the task.

The Little Fox's owner gains a +3 bonus to any Blacksmithing or Tailoring rolls.

Magatama Necklace

Fandom Point Cost: 8

These necklaces are extremely old and appear to be of relatively simple design. Each necklace originally started with five magatama beads, though it is possible that they may be found with fewer than this. While wearing one, should an individual be put in the unfortunate position of having to continue, the cost for her to do so is reduced to just 1 Fandom Point. When an individual continues, one of the magatama beads shatters. The necklace loses all power when the last bead is broken. It simply isn't possible to add new magatama beads to one of these necklaces.

Maple Shield

Fandom Point Cost: 8

This shield is most commonly seen strapped to the arms of the White Wolf Tengu charged with safeguarding the Tengu stronghold atop Youkai Mountain. It is a round buckler-styled shield, crafted entirely of metal, emblazoned with a red maple leaf upon its face. The Maple Shield increases its wielder's Hitbox Rating by 1. (Though it is still not possible for a Hitbox Rating to be higher than 6.)

Mirror of Deities and Beasts

Fandom Point Cost: 12

Crafted from bronze, this is a round mirror whose outer edge is inscribed with images of various gods and animals. The owner of this mirror gains a +3 bonus to any Lore or Animal Master rolls.

Ring of Mudarra

Fandom Point Cost: 8

These rather plain-looking silver bands simply render a wearer immune to the Blind ailment.

Shojo Doll

Fandom Point Cost: 12

A shojo is a reclusive mountain-dwelling member of the ape family with red fur, a tail, and a legendary propensity for consuming alcohol left unguarded. This doll appears to be one of these creatures, featuring similar red fur and a wood-carved face. The owner of this doll gains a +3 bonus to any Brewing or Awareness rolls.

Silver Throwing Knives

Fandom Point Cost: 4

These finely crafted, small stiletto-styled daggers add +1 bonus to strike with weapon-based danmaku attacks.

Spell Card

Fandom Point Cost: Special

Spell Cards form the basis behind civilized combat in Gensokyo. Each card is unique, and some individuals have been able to forge their very own custom Spell Cards. Each card has an incredibly powerful spell-like effects contained within them, which their user may invoke under the right circumstances. Consult the Spell Card section for more details on Spell Cards.

Tamamo's Garb

Fandom Point Cost: 4

Extremely regal clothing named after the outfits of Tamamo no Mae, who was a trickster fox that disguised herself as a human and operated as a courtesan in the court of the emperor Konoe. Her clothing was never dirty, got creased, or smelled unpleasant. This clothing is named for her, as it neither becomes dirty, unfashionably creases, or ever smells bad.

Tengu 35mm Camera

Fandom Point Cost: 4

Cutting edge technology! These cameras are capable of capturing black and white images on rolls of film for later development in a darkroom.

If you own one of these, or want one of these, then you'll probably also want to set up a place to develop your photos. Other necessary supplies, such as film and emulsion paper, might be available from Kourindou. The Tengu 35mm Camera uses rolls of film that can take up to 36 pictures before the film needs to be swapped out.

The Sentinel

Fandom Point Cost: --

In Japanese, its name is Roukanken. It is a katana, and the paired counterpart of the wakizashi Hakurouken. It deals Spirit Elemental damage, and adds +1 to its user's rolls to strike with weapon-based danmaku.

The White Tower

Fandom Point Cost: --

In Japanese, its name is Hakurouken. It is a wakizashi, and counterpart of the katana, Roukanken. While equipped, it confers to its user the Immunity: Lunacy special ability.

Uchide's Mallet

Fandom Point Cost: 16

Said to have been created by the Oni in ages past, this unusually small hammer is capable of either doubling or halving a person's size according to the wielder's whims.

In order to be affected by the mallet, one must be struck with the mallet. Against a willing target (including the wielder using it on herself) no rolls are necessary, but against an unwilling target, using the mallet involves making a successful roll to strike. (No roll vs. Hitbox Rating is necessary.) A target struck with the mallet may either have its Hitbox Rating increased by 1 or decreased by 1 depending upon the mallet-wielder's will. The effect of the mallet is not cumulative, so a user already affected by the mallet cannot be further enlarged or shrunk by it unless it is being used to reverse the effect the mallet previously caused. Although rather rare, more than one of these mallets exists, and it is possible for one mallet to be used to counter the effects of a different mallet. The default duration of the mallet's effect is one Stage.

Yin-Yang Orbs

Fandom Point Cost: --

The greatest treasure of the Hakurei Shrine! These powerful artifacts can only be wielded by someone within whom the Hakurei blood flows. The true extent of the power of these orbs is not known. However, they do permit the user to consume vast quantities of sweets without her ever putting on the pounds. The user might also use the orbs to create her favorite aroma at will. Lastly, she may disguise the Yin-Yang Orbs as a cat. This magical cat seems to behave like a normal, lazy cat.

Endearments

Endearments are negative traits that endear your character to the fandom. Instead of paying the Fandom Point cost for Endearments, characters gain Fandom Points for selecting Endearments instead. It is not possible to gain more than 10 Fandom Points through taking Endearments.

Very few Endearments actually have no negative effects at all, most notably the Art, Biography, and Theme Song Endearments, which provide Fandom Point rewards for your creativity and effort. In the case of these creative Endearments, occasionally a great deal of effort might be implied when you sign on for a game, and so long-winded histories may not necessarily provide you with the “free” 3 points you might expect. Also, the focus of these Endearments is creativity; lengthy histories might turn out uninteresting, and may not merit any more points than a two paragraph blurb would.

An Endearment costs five times as many Fandom Points than it originally provided to be free of its effects.

Expectations

Many Endearments also come with Expectations, which you can use to actually gain additional Fandom Points by behaving in a certain fashion during the course of an Incident while you suffer under the effects of the Endearment. Endearments that include Expectations are often more harsh than those that do not, but offer you the opportunity to gain an additional Fandom Point by suffering the indignity of having indulged the Touhou fandom. It is only possible to gain 1 Fandom Point per Expectation per Incident.

Endearment Descriptions

Absent-Minded

Fandom Point Gain: 2

Your character is forgetful. She tends to forget important details about things, and leave important things behind. At least once per Incident, she will leave an important object belonging to her (or even more hilarious, she'll leave behind something important that she's borrowed from someone else!) somewhere that she didn't actually mean to.

Alcoholic

Fandom Point Gain: 2

Your character needs to drink or it starts reflecting in everything she says and does. Each day an alcoholic goes without at least one drink confers a cumulative -1 penalty to any rolls she makes as she gradually grows more frazzled and irritable.

Expectation: Even if it's an addiction, it can still be fun! Fans expect your character to be good and blitzed during an inopportune moment at some point during the Incident.

List of Endearments

Fp:	Name:	Brief Description:
2	Absent-Minded	Often, your character will misplace items and can't remember where.
4	Alcoholic	Your character needs the bottle.
2	Allergy	Your character is allergic to something.
1-3	Art	There is an illustration of your character available for people to see.
2	Bad Eyesight	Your character needs glasses.
2	Bad Habit	Your character does something that others think is gross.
1-3	Biography	Your character is well chronicled.
2	Clumsy	Despite her best efforts, your character is a klutz.
2	Code of Honor	Your character has a strict set of rules that she follows.
2	Daredevil	Your character loves to flirt with death.
2	Exploitable	You have stuff in your past you'd rather others not know.
2	Forgettable	No one ever remembers your character's name.
2	Frail	Your character isn't as healthy as most others.
2	Homebody	Your character feels more comfortable in her abode and regular haunts.
2	Inept	Your character is not a very good craftsperson.
2	Inferior Specimen	Your character has self-confidence issues based on their physical appearance.
2	Kleptomaniac	Your character has the insatiable and uncontrollable need to steal things.
2	Know It All	Your character is a font of questionable information.
2	Life of the Party	Your character thrives in social situations, but alone is almost intolerable to deal with.
2	Narcoleptic	Your character falls asleep at the most random times.
2	Notorious	Your character has done things in the past which make her a popular suspect when new things crop up.
2	Outcast	Your character is shunned by others of her kind for some reason.
2	Phobia	Your character is afraid of something.
2	Shy	Your character has trouble functioning in the presence of strangers.
2	Snores	Your character snores loudly when sleeping.
2	Speech Impediment	Your character has some quirk to the manner in which they speak.
2	Stupid Hair	Your character is very, very recognizable because of her hair or its style.
2	Tailchaser	When encountering a PC or NPC that has a tail, your character has a new goal in life: pet that tail.
1-3	Theme Song	There is a catchy theme song for your character that people can listen to.
2	Trap	There's more than meets the eye.
2	Tsundere	There are two faces for your character, one in public, and the other in private.
2	Voracious Appe	Your character loves to eat! Your hitbox rating is 1 lower than it normally would be.
2	Xenophobe	Has issues dealing with races other than her own.

Allergy

Fandom Point Gain: 2

There is some reasonably common element to which your character is allergic: cats, pepper, rabbits, that sort of thing. When exposed to her allergen, the character becomes stuffed up, and engages in fits of sneezing. While in this state she suffers a -2 penalty to all social and combat rolls.

Expectation: For whatever reason, if confronted with her allergen during the course of an Incident, fans expect your character to chin-up and suffer its effects.

Art

Fandom Point Gain: 1-3

There is fan art of your character! Even if this fan art is created by the character's player, it still counts. Some measure of effort and well-meaning is required to be in the illustration, so stick-figure MS Paints don't count. Don't worry if it's not as amazing as you'd like, it's still pretty cool. Especially complex or comprehensive art may be subject to additional Fandom Points being awarded at the GM's discretion.

Bad Eyesight

Fandom Point Gain: 2

Your character has terrible eyesight, and needs to wear glasses. If she doesn't have her glasses on, she suffers a -2 penalty to any rolls requiring coordination through eyesight, including attacking and evading in combat.

Expectation: If your character misplaces or somehow loses her glasses as a result of her own actions, which in turn results in her having to suffer penalties to rolls, then fans are amused!

Bad Habit

Fandom Point Gain: 2

Over the years, your character has picked up some habit that others find either repulsive or annoying. Your character might be prone to picking her nose, or she might tap a finger on a table, the noise having a habit of boring into someone's mind. Whenever your character engages in her bad habit, she henceforth suffers a -1 penalty to any social rolls she may need to make with anyone who is revolted or irked by her habit thereafter.

Expectation: The fans expect a character with a bad habit to cave into the desire to perform said habit in the presence of a recurring NPC they haven't previously met as soon as possible.

Biography

Fandom Point Gain: 1-3

There is a pretty well-defined, reasonably thought-out write-up on your character detailing certain aspects of her person like her history and personality. It need only be a few paragraphs long per section, but may be larger (and possibly subject to additional Fandom Points awarded at the GMs discretion) if you so desire.

Clumsy

Fandom Point Gain: 2

In spite of her Finesse statistic, your character is a klutz. She runs into tables, trips over shrubs, and things have a habit of slipping out of her fingers. It's cute, but terribly embarrassing. She suffers a -2 penalty to all non-combat rolls that involve some sort of physical coordination component.

Expectation: The fans expect this sort of clumsiness to happen at crucial moments, striking right when a character will have to make an important roll which will be very embarrassing or inconvenient. Your character can appease them by intentionally forfeiting the roll.

Code of Honor

Fandom Point Gain: 2

The circumstances surrounding your character's life have caused her to develop a set of rules, usually fairly strict, that governs how she conducts herself in her dealings. Such codes are usually have simple mandates like always keeping her word, or being open, forthright, and honest in all her dealings. When taking this Endearment, it's best to sit down and hammer out the details of your character's code of honor.

Expectation: Unsurprisingly, fans expect your character to adhere to her code. But specifically, they expect her to adhere to it in spite of it making her job (and the job of her companions) more difficult.

Daredevil

Fandom Point Gain: 2

Nothing is quite as invigorating as dancing on the edge of a knife! Your character is a daredevil, and when opportunities arise where your character's life is on the line she'll chose to put it on the line just for the thrill of it! In combat situations, where your character has been struck and hasn't lost a Life yet during the course of this Incident, she will always choose to take her chances and bank on a Graze happening.

Expectation: Like spectators of ancient Roman gladiatorial arenas, the fans hope to see blood spilled! If (or perhaps when) your character loses a life as a result of her daredevilry, consider this Expectation met.

Exploitable

Fandom Point Gain: 2

Someone has dirt on you, dirt that may be leveraged against you often. Usually that someone is Aya Shameimaru, though it doesn't always have to be. The details of that dirt will have to be hashed out between you and your GM.

Forgettable

Fandom Point Gain: 2

Other people just can't remember your character's name. They resort to calling her by a nickname that is unpleasant to your character and which is usually based directly upon some particular trait of hers.

Expectation: Fans like to see your character upset when someone uses this nickname for her, but what they really want to see is her angrily rebuke and correct said someone for doing it.

Frail

Fandom Point Gain: 2

It's not really possible to tell what's wrong with your character, it's just she seems really weak and fragile. In any sort of feat or contest with a physical component, your character suffers a -1 penalty to all her rolls. Oddly enough, actual combat rolls are unaffected.

Expectation: To the fans, your character clearly has issues with physical activities. They expect her to either outright forfeit when a roll is required by announcing that she either knows she is unable, or by giving the appearance of effort but still intentionally causing herself to fail.

Homebody

Fandom Point Gain: 2

It's not that your character is a recluse; it's just that when she's anywhere other than places she's comfortable with she feels distracted, or under some sort of pressure for some reason. In any area that is not listed as an Abode, your character suffers a -1 penalty to all her rolls, including combat rolls.

Inept

Fandom Point Gain: 2

No matter what, something always seems to go wrong! Your character suffers a -3 penalty to any attempts to produce something through a trade skill.

Expectation: Fans have come to expect these sorts of failures from your character, but the best part is when your character then pawns off the results of her failed attempt to one of her friends as a gift. That's what the fans are looking for here.

Inferior Specimen

Fandom Point Gain: 2

Your character is less of a person than other characters of the same sex, or at least that's how she feels about it deep inside, sometimes even if this really isn't the case. She somehow feels she has less of a physical presence, or is otherwise less important than others. When engaged in any non-combat contests with any PC or NPC of the same sex, your character suffers a -1 penalty to her rolls.

Expectation: The fans know this is an issue for you, and they expect your character to react in basically one of two ways. They either expect her to lash out in a sort of passive-aggressive fashion towards someone who is, well, a superior specimen; or they expect her to be a braggart about her shortcoming, trying to attempt to trump it up as being somehow special.

Kleptomaniac

Fandom Point Gain: 2

Your character has the insatiable and uncontrollable desire to steal things, usually small trinkets, books, or the like. People you have stolen from in the past, that are aware you have stolen from them in the past, get +1 to all their rolls against you because after your theft(s), their guard is up. They're watching you.

Expectation: This one is pretty straightforward. The fans expect your character to nab something from another PC!

Know It All

Fandom Point Gain: 2

Your character is a veritable font of information, both useful, useless, and just as apt to be inaccurate as often as she is accurate. Know It Alls are hard to get along with; they come off as arrogant-seeming even if they really aren't. Your character suffers a -1 penalty to all her social rolls at the start of the Incident. But this may be modified during the course of the adventure by the information she provides to those around her. If a fact she provides later proves right or helpful, it will cause the penalty to be reduced by 1 as soon as her fact is proven. If the facts she provides turn out to be false, then the penalty is increased by 1.

In order for the information your character provides to count towards changing her social roll modifier, it must involve a reasonable amount of elaboration. It is not as simple as providing quick one-line factoids, but more akin to a (possibly rambling) paragraph that sounds like it came from Wikipedia.

If another PC or NPC asks the character a question which would be perfect for the Know It All to demonstrate that she does indeed know it all, but she instead replies with a lame "I don't know" or remark of a similar nature, then that causes her social penalty to also be increased by 1.

By providing good information, it is actually possible to give your character a maximum +1 bonus

to her social rolls, but with bad (or no) information her social penalty can dip as low as -3. When an Incident is concluded, this modifier is reset back to -1 for the beginning of the next Incident.

Life of the Party

Fandom Point Gain: 2

Few things hold greater appeal for your character than being surrounded by people. In those situations, she's truly in her element. However, when in situations with less than three other people around her, her social quirks and antics quickly wear thin with any others, causing them to cast a negative light on things. Your character suffers a -2 penalty to any social rolls in situations involving one or two other people.

Expectation: When in a situation with one or two people, the fans expect your character to come off as though she's eager for attention. They want her to come up with some sort of attention-seeking gimmick in a vain effort to get approval and recognition from the others. It can even be legitimately entertaining, but it still comes off as being somewhat desperate.

Narcoleptic

Fandom Point Gain: 2

The desire to nod off hangs over your character like a spectre, but with a little concentration she's able to prevent it. However, whenever anything exciting happens and momentarily distracts her, there is a chance she'll nod off. In order to avoid drifting off, you need to make Roll Versus a Complex Feat (6) relying upon your character's Resolve. If you succeed, she is able to remain awake in spite of it all, but failure results in her nodding off. These naps are brief, only a minute or two. When she wakes up she's quite aware that she nodded off.

Expectation: Fans love it when your character caves into her sleeping compulsion at the worst possible moment: right during the outset of combat, much to the chagrin of her companions. If your character willingly forfeits her roll to resist falling asleep when combat erupts, the fans will go nuts. This little combat nap lasts until the end of the second round.

Notorious

Fandom Point Gain: 2

When things go wrong in Gensokyo your character often comes quick into the minds of others as a potential culprit for some reason! All the attention is fun, but unfortunately it's also negative. During the course of any Incident, your character suffers a -2 penalty to her social rolls against notable Gensokyo personalities.

Expectation: Lies and slander are what the fans think of the accusation leveled against your character. All the fans want is your character to prove her innocence, which should be as simple as getting to the bottom of things. That is, of course, unless your character actually did have a hand in creating the problem the rest of the PCs have set out to fix.

Outcast

Fandom Point Gain: 2

Your character has done something in her past that has maligned the others of her kind. When dealing with others of the same Race, you suffer a -1 penalty to all your social rolls. In combat situations, others of the same race gain a +1 bonus in their rolls to strike her. In the case of some races, such as Beast Youkai, the effect of this Endearment only extends as far as the same species of your character. A Rabbit Youkai may suffer the animosity of other Rabbit Youkai, but will not suffer it from, say, Cat Youkai.

Phobia

Fandom Point Gain: 2

Your character is deathly afraid of something. Heights, spiders, the dark, water, etc. Whatever it is, though, it must be able to occur within Gensokyo, and be something that is apt to come up at least once per Incident. While confronted by, and attempting to cope with her phobia, your character suffers a -2 penalty to all her rolls.

Shy

Fandom Point Gain: 2

Being out in the public doesn't sit especially well in the mind of your character. It causes her to be filled with feelings of uncertainty and doubt. She suffers a -2 penalty to all her social rolls in public settings (typically a gathering of more than 3 people) unless she's had at least 3 drinks.

Snores

Fandom Point Gain: 2

When she sleeps, your character snores. Like a loud, unrelenting chainsaw, her snoring prevents anyone else within 10m of her from falling asleep. If your character is in a room of her own, this radius is reduced to 5m, even through walls! If others are already asleep before she goes to bed, her snoring will then wake them up. Light Sleepers absolutely cannot fall asleep within 30m of a character sleeping with this Endearment. The next day, all individuals who suffered from your character's snoring gain a +2 bonus to any of their rolls when interacting with you.

Characters that snore are also incredibly deep sleepers, and suffer a -4 penalty to any rolls to detect any activity near them while they are sleeping.

Expectation: Fans love conflict, and this seemingly innocuous endearment is a sure-fire way to breed some! The fans expect your character to knowingly go to bed somewhere where there are others nearby which will be kept awake as a result.

Speech Impediment

Fandom Point Gain: 2

There's something about the way your character talks that is just weird; some quirk, like pronouncing "I" as "Eye", or even just constantly talking in a really loud voice. Whatever it is, it's a turn-off. Your character suffers a -1 penalty to her rolls that involve her speaking. This will chiefly impact social rolls, as it does not affect her being able to cast spells or otherwise impact combat.

Stupid Hair

Fandom Point Gain: 2

There is something remarkable about your character's hairstyle that really makes her stand out. She might have an ahoge (for which this Endearment is named) or drill ponytails, or something even crazier. Whatever it is, no one ever forgets it. She is immediately recognizable because of her hair, even from things like silhouettes or shadows the distinctive shape stands out. Even if someone doesn't recognize your character by name, a series of inquiries will soon lead them to your character's door.

Expectation: The fans expect your character to maintain this hairstyle at all times, regardless of the impracticalities of doing so. If she is sneaking into Scarlet Devil Mansion to steal Gungnir and the moon causes her to cast her distinctive shadow and China sees it, then so be it. If she changes her hairstyle for any reason whatsoever, the fan's expectations, hopes, and dreams are summarily dashed.

Tailchaser

Fandom Point Gain: 2

Tails. There's just something about them that your character cannot resist. The urge to molest another individual's tail is strong, and in order to resist it she must make a Roll Versus a Complex Feat (6) using her Resolve. Success means she is able to keep her urge in check and dignity intact. Failure results in the accosting of the poor tailed individual. In the case of Rabbit Youkai and Moon Rabbits, ears are used instead of tails. Your character suffers a -2 penalty to any social rolls involving an individual she has violated in this fashion for the duration of the Incident. Moreover, the individual also gains a +1 bonus when rolling to Strike your character should they ever become embroiled in a combat situation.

Expectation: Fans actually want your character to do this, throwing aside all caution and reservation to the wind. If you willingly forfeit your roll to resist, the fans will be satisfied and it will be very embarrassing for everyone involved.

Theme Song

Fandom Point Gain: 1-3

Awesome characters have original theme songs. If your character is awesome, she does too. It's even more awesome if it's been composed using FM synthesis, in which case this Endearment may provide even more Fandom Points at the GMs discretion.

Trap

Fandom Point Gain: 2

I don't really know what's endearing about this, but it seems to attract certain fans. It goes without saying that your character belongs to one of the two sexes, but what doesn't go without saying is that thanks(?) to this Endearment, your character appears to be a member of the opposite sex. Sometimes in the cases of females who appear as males, the term "Reverse-Trap" is used.

Expectation: Other individuals don't yet know, but the fans do! They know everything about your character! Fans will go berserk when this certain truth is revealed, but it has to be done in a very surprising fashion and this can only really be done once. Also, once the truth is known, they still expect your character's mannerisms and behavior to remain more or less unchanged in spite of this realization.

Tsundere

Fandom Point Gain: 2

In social situations involving more than one person, a Tsundere character always rebuffs those around her with angry quips and general snarkiness whenever she can. This causes her to suffer a -2 penalty to any rolls she needs to make in social situations involving more than one person. However, when alone with someone, there's a very real possibility that the Tsundere character will open up, and expose a kinder gentler side. In situations with one other, if she chooses to open up, she gains a +1 bonus to any social rolls she needs to make.

Voracious Appetite

Fandom Point Gain: 2

Absolutely nothing is better than enjoying a good meal. Unfortunately this has a slight unintended effect. Your character's default Hitbox Rating is 1 lower than it normally would be.

Expectation: Whenever the opportunity to eat presents itself, the fans expect your character to not pass it up!

Xenophobia

Fandom Point Gain: 2

To the mind of your character there's something unsettling about races other than her own. Perhaps the way they float is really unsettling, or the fact that that Youkai over there might want to devour her; it's thoughts like these that your character can't get out of her mind, and it makes your character behave really awkwardly around them. Your character suffers a -1 penalty to all rolls outside of combat when dealing with races other than her own.

Where is The Moe?

In the previous version, I had a few emails from folks asking me where the "Moe" endearment was, so I guess this needs to be explained a little. Having an Endearment named "Moe" would be a lot like having an Endearment named "Endearment". Moe itself is a process by which protective feelings are invoked through certain distinct behaviors, such as being clumsy or acting tsundere. You do not invoke moe by acting just moe, you invoke moe by acting frail, shy, or a variety of other ways. Ways that also happen to be many different types of Endearments.

Also, although moe is Internet-popular these days, this game was not really designed with moe in mind. To be honest, I don't think the Touhou series is very moe-inducing, but people were asking so I felt it needed to be addressed.

Very Bad Things

There's nothing endearing about these. These are the Very Bad Things, and ideally you should never want one. Of course, depending upon your character's race, possessing a Very Bad Thing might be unavoidable. Unsurprisingly, they're also tougher to get rid of than Endearments. A Very Bad Thing costs ten times as many Fandom Points than it originally supplied to get rid of it.



Very Bad Things

Fp:	Name:	Brief Description:
Elemental Weakness		
3	Fire	Your character is weak versus Fire Elemental attacks.
3	Wind	Your character is weak versus Wind Elemental attacks.
3	Earth	Your character is weak versus Earth Elemental attacks.
3	Water	Your character is weak versus Water Elemental attacks.
3	Nature	Your character is weak versus Nature Elemental attacks.
3	Spirit	Your character is weak versus Spirit Elemental attacks.
Statistic Lockdown		
3	Might	Your character cannot improve her Might statistic.
3	Finesse	Your character cannot improve her Finesse statistic.
3	Resolve	Your character cannot improve her Resolve statistic.
3	Charm	Your character cannot improve her Charm statistic.
3	Will	Your character cannot improve her Will statistic.
3	Cunning	Your character cannot improve her Cunning statistic.
Reduced Life		
3	1	Your character starts an Incident with 1 less life than normal.
6	2	Your character starts an Incident with 2 less lives than normal.

Very Bad Thing Descriptions

Elemental Weakness

Fandom Point Gain: 3

Your character is weak to one of the six elements. If she is struck by an attack infused with the element she's weak against, it automatically consumes a life. No roll to determine if a Hitbox strike is successful.

Statistic Lockdown

Fandom Point Gain: 3

One of your character's six statistics cannot be raised while it is under the effect of a Statistic Lockdown.

Reduced Life – 1 or 2

Fandom Point Gain: 3-6

Your character starts Incidents with either one or two less lives than she otherwise would.



Spell Cards

A Brief History

The development and implementation of the Spell Card duel as a means of resolving disputes is credited to Reimu Hakurei, proprietor of the Hakurei Shrine, and was developed shortly before the Scarlet Mist Incident (events covered in Embodiment of

Scarlet Devil). It was during that Incident that this system was first put to the test. It is entirely possible that Reimu herself did not devise the system alone, but worked in consort with a great Youkai power (possibly Lord Tenma) to create it.

Since its inception, everyone has adhered to the Spell Card system, as not doing so jeopardizes the stability of the Hakurei Barrier and runs the risk of bringing down the wrath of the Hakurei Shrine Maiden (or worse) upon offenders.

Draft of Spell Card Rules (by Reimu Hakurei)

Preamble: *With every clash between Human and Youkai, the stability of Gensokyo is threatened. However, if Youkai are unable to act according to their nature, then they are threatened with extinction. Therefore, I enact the following 'Spell Card' system to be used to resolve all conflicts and thus preserve the careful balance found within Gensokyo.*

The Four Concepts:

- That Youkai, by their very nature, are apt to be at odds with Humans.
- That Humans, by their very nature, are apt to be at odds with Youkai.
- That regardless of whom they are one mustn't ever use their abilities to their fullest extent, lest harm come to the Hakurei Barrier and risk exposing Gensokyo to the Outside World.
- That beauty and thought, which are embodied by one's named spells, are superior to all other things.

Rules:

- 1) Each and every spell shall be given a beautiful and meaningful name.
- 2) Each caster shall give herself a sign, unique to her, that identifies her named spells. This sign is to be announced before the named spell is used.
- 3) No named spell shall employ direct melee attacks.
- 4) Do not instigate a duel without cause. When the time comes, the cause itself shall empower you.
- 5) If, after having expended all of your named spells, your opponent remains and has named spells yet remaining, you are defeated regardless of your actual remaining strength.
- 5a) the victor of the duel may not kill the vanquished.
- 6) The names of the spells used in these duels shall be recorded on paper as shown in this contract, that by seeing the named spell's paper, one knows the named spell being invoked abides by all of the rules listed above. These papers shall be known as 'Spell Cards'.

(A concrete method of casting may be discussed later with the Shrine Maiden.)

Creating A Sign

A Sign is a word (on the Spell Card it is apt to be written as a glyph) that represents a combination between the named spell and the invoker in some meaningful way. The Sign is important because it is required to be announced before invoking a Spell Card. Different Signs are often representative of different power-scales between the named spells.

Anyone with at least one Spell Card has at least one Sign, though particularly experienced individuals are apt to have many. All Signs, even in the case of those who have multiple Signs, are unique to that individual.

It is possible for an individual to have multiple Spell Cards that all belong to one Sign provided the cost difference from when those Spell Cards were constructed was no greater than 5 Fandom Points. Spell Cards in excess of this difference will require a new meaningful Sign, but fortunately new Signs do not have a cost attributed to them.

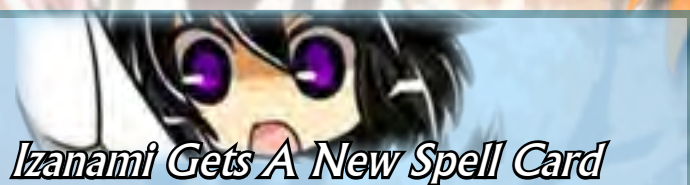
Creating Spell Cards

Spell Cards are constructed using Card Points. During the character creation process, characters start with a Spell Card worth 6 Card Points. Additionally, during character creation you may exchange 1 Fandom Point for an additional 3 Card Points. At any time after character creation, 1 Fandom Point will only provide 2 Card Points.

Compared to other things that can be purchased with Fandom Points, building especially powerful Spell Cards can get very, very expensive.

Meaningful Name

One of the most important steps in creating a Spell Card is to give the spell a name. There is a special sort of power in a name, so choose your Spell Card names carefully. A proper meaningful, powerful name alone can cause a reaction in people, without ever actually having to unleash the spell.



Hashidoi, empowered by my fandom and as the creator of this book, has been awarded with a small stockpile of Fandom Points that she has decided to use to create her very first Spell Card in hopes of gaining more standing with others in Gensokyo and perhaps allowing her to better serve Lord Tenma.

I've given her 20 Card Points to work with, which I admit is a fair bit, but I can do that because I'm the writer and I'm trying to demonstrate this.

Izanami's Sign

During Izanami's character creation process I'd decided upon 「Loyalty Sign」 as a Sign for her first Spell Card, but because her new card is going to be quite the step up in power (more than 5 Fandom Points in power over her old card) she needs a new Sign for this new card. I've decided upon 「Lupine Sign」 since she's a wolf Tengu.

Her Card's Duration

That done, she has decided that her Spell Card is going to last 3 rounds, which is going to cost 4 Card Points, leaving her with 16 Card Points still.

Supernatural Border

For Supernatural Border, the period of invulnerability invoked when casting, she has gone with just the first round since it's free. This is pretty normal.

Description

Describe the effect of your Spell Card. Remember, beauty is the goal. Either by creating waves of complex attacks, or offering some form of utility to your regular actions, this beauty is achieved. This particular description need not be overly complex, and may dwell more upon the mechanical aspects of the named spell, rather than a description of the Spell Card actually being used. (Descriptions of that happening should be saved for when the game is underway, when the theatrics and dramatic effect can be used to impress the GM and be rewarded with additional attacks.)

Duration

The first step is to determine how long the Spell Card's effect will last for. Obviously, the longer it lasts, the more expensive it will be. Most Spell Card effects tend to last 2-3 turns, with durations beyond that being quite uncommon. It is not possible for a Spell Card's duration to exceed 5 rounds.

Duration:	CP Cost:
1 Round	1
2 Rounds	2
3 Rounds	4
4 Rounds	8
5 Rounds	16

Supernatural Border

Whenever a Spell Card is invoked, there is a brief moment of invulnerability that accompanies the invocation. This invulnerability is termed the Supernatural Border. One round of it is free, so it is a good idea to take, as this means a Spell Card can be invoked to prevent getting struck by an attack. However, invulnerability lasting past the first round can become prohibitively expensive, and invulnerability throughout the entire duration of the Spell Card's effect is not required.

Invulnerability:	CP Cost:
1 Round	0
2 Rounds	4
3 Rounds	8
4 Rounds	16
5 Rounds	32

Effect

Most Spell Cards are used to unleash beautiful and complex attacks, but this is not always the case. Sometimes a Spell Card is used to carry out an extremely powerful effect such as traveling at supersonic speeds or stopping time. A Spell Card is limited in the number of effects it can unleash in a single round, determined by the caster's Might. Excluding the invocation of Supernatural Border, it is not possible for a character to have her spell card use more effects in a single round than she has Might. So, a character with 2 Might is limited to only 2 Spell Card effects per round. If she has 4 Might, then she is able to unleash 4 effects per round.

List of Effects

Effect:	CP Cost:	Description:
Speed Burst	10	Triple the speed at which you can travel for the duration of the spell card.
Stop Time	40	Stop time for 1 round, thus gaining a free action.
Ailment Attack	20	Cast an AoE status ailment effect.
Option	8	Create another attacker, which can have half as many Attack Volleys as the caster.
Attack Volley	1	This equates to one attack roll. Attack Volleys can be further modified by Attack Properties.

Effect Descriptions

Speed Burst

Cost: 10

This triples the movement speed of the card's user for one round. It is possible to purchase this effect for each round of the Spell Card's duration and have the effect persist uninterrupted. The Speed Burst has both combat and non-combat applications.

In a non-combat situation, it is possible to use this card to travel from one end of Gensokyo to the other in the span of a round with Supreme Flight.

In combat, it is possible to continue to unleash attacks while flying at triple speed (provided you are traveling at triple the basic Flight speed), while remaining untargetable by those you are attacking.

Stop Time

Cost: 40

Stop Time is a simple free-action move, giving your character an opportunity to perform an extra action (usually attacking, casting another spell) while the Spell Card is going off without counting towards the Spell Card's actual duration. However, it is not possible to invoke another Spell Card while the effects of your current Spell Card are being resolved.

Outside of combat, the effects of Stop Time last a few seconds at most, although with multiple rounds of Stop Time purchased, it's possible to gain a reasonably lengthy amount of time to act.

Ailment Attack

Cost: 20

This effect allows your character to use a Spell Card to unleash the types of ailments that typically come from certain Magical Spells. The ailments available are Blind, Silence, Hurricane, Root, Sleep, and Lunacy.

On a round in which an Ailment Attack effect is used, no Attack Volley effects may be used.



The Spell Card's Effects (First Round)

On the first round of the Spell Card's effect, she has decided that there will be two effects. Izanami can't have more than two effects because she has a Might of 2. Both effects are Attack Volleys. Attack Volleys cost 1 Card Point each, so this will leave her with 14. But she has also decided that one of these Volleys is going to be modified by an Attack Volley Modifier, in this case, Persistence. Since Persistence doesn't stack, she only uses it on one of these Volleys. Persistence costs 3, so this leaves her with 10 Card Points still.

The Spell Card's Effects (Second Round)

On the second round of her Spell Card's effect, she is also going with two effects, all of which are Attack Volleys also. This will leave her with 8 Card Points, except she also intends to modify some of these volleys as well. In fact, she will modify all of them with the Big Attack Volley Property. So now she's down to 6 Card Points.

The Spell Card's Effects (Third Round)

On the third and final round of her spell Card, she's going with another two Attack Volleys, leaving her with 4 Card Points. With those final 4 points, she will modify two of those volleys with the Huge Attack Volley Properties.

And that, as they say, is that.

Option

Cost: 8

The term “Option” as it is used here originates from the Gradius series by Konami where an Option is a support attacker that trails along behind the player’s ship. In this game, the role of the Option is no different. It serves as the origin of additional Attack Volleys, and may either be stationary while the player continues to move, or they may follow the character around. (This has no mechanical bearing on things as Options are not attackable.)

Options can attack on the round they are summoned, although they also disappear once the Spell Card’s effect ends. It is not possible to have more than four Options under a character’s control at any given time. Options intended to last more than 1 Round have an upkeep of 8 Fandom Points per round after the first. (up until the Spell Card’s effect ends.) Options maintained by an upkeep count towards the caster’s Might-based effect limit in subsequent rounds. Options may have a physical manifestation, or they may simply be invisible sources of Attack Volleys.

An Option may only be loaded out with a maximum number of Effects (although Attack Volleys are the only Effect that Options can use.) equal to half of the maximum number of Effects available to the character who invoked it with her Spell Card, rounded down. So, if a character has a two-turn duration Spell Card, and each turn she has 6 effects, her options may be loaded out with 3 effects each during each round. Options do not get Attack Volleys for free, and just as for the caster herself, they must be purchased.

Attack Volley

Cost: 1

An Attack Volley is an immense hail of projectiles that may be further imbued with properties that will further alter their beauty and effectiveness. As mentioned Reimu’s Draft of Spell Card Rules, beauty is an important aspect of one’s Spell Card attacks, and it is through complex, thought-provoking Attack Volleys that this beauty is largely achieved.

In a mechanical sense, an Attack Volley is just an attack roll, but since a Spell Card can be loaded out with multiple Attack Volleys per single round, it is a way to unleash a barrage of attacks in that single round. With most Spell Cards having a duration greater than one round, it is also possible to purchase more Attack Volleys for the each additional round, thus maintaining the immense and beautiful assault. Unless explicitly stated in an Attack Volley Property entry that modifies the volley, an Attack Volley is an area of effect (AoE) attack, affecting all opponents involved in combat.

Attack Volleys may also be further modified by a number of different properties, such as making the projectiles larger, or imbuing them with an element, or instead coalescing into a dense beam rather than a spread of bullets.

Attack Volley Properties

These properties can be used to alter the effectiveness of an Attack Volley. Visually, this will often change the appearance of the projectile, possibly making it larger, or changing its color.

List of Attack Volley Properties

Properties:	CP Cost:	Description:
Element	1	The bullets possess an elemental property.
Big	1	The volley’s bullets are bigger than usual.
Huge	2	The volley’s bullets are huge.
Persist	4	These bullets complicate dodging other volleys.
Beam	2	A single-target attack usually used to trap an opponent in a small area.
Wide Beam	10	This is a wide beam, so wide that everyone must flee its path.

Attack Volley Descriptions

Element

Cost: 1

Imbue one Attack Volley with one of the six elements, Fire, Water, Earth, Wind, Nature, or Spirit. It is not possible to imbue an Attack Volley with more than one element, although it is possible to imbue each of the multiple Attack Volleys used in a single round with a separate element.

Big

Cost: 1

The projectiles of this Attack Volley are larger than normal. Big Attack Volleys, should they not be avoided, gain a +1 bonus when rolling vs. the target's Hitbox Rating to determine if they were struck or not.

Huge

Cost: 2

Huge projectiles function like big ones to a certain extent, supplying a +3 bonus to rolls vs. the target's Hitbox Rating should the target fail to evade them. However, Huge projectiles are somewhat clumsy and unwieldy, and attacking with them incurs a -1 penalty to strike.

Persist

Cost: 4

As the Attack Volley fans outward from the attacker, the projectiles leave stationary bullets that persist until the end of the Spell Card's effect. These bullets complicate things for the target, making it more difficult to evade additional attacks on subsequent rounds. On the first round, Persistent attacks behave like normal, but on subsequent rounds until the end of the Spell Card's effect, they provide a -2 penalty to the opponent's Evasion rolls. When the Spell Card's effect ends, these persistent bullets vanish.

Izanami Gets A New Spell Card

The Spell's Meaningful Name

But there is one final thing. After a fair amount of consideration, I have carefully selected "Neither Snow Nor Rain...". It is symbolic of Izanami because she is Lord Tenma's messenger, and is indicative of both her task and her resolve, I think. Historically, the excerpt I've used comes from a line in *The Histories* by Herodotus, which was about the steadfast couriers of the Persian Empire (*"It is said that as many days as there are in the whole journey, so many are the men and horses that stand along the road, each horse and man at the interval of a day's journey; and these are stayed neither by snow nor rain nor heat nor darkness from accomplishing their appointed course with all speed."*)

It's kind of goofy, I think it'll work out well!

The effects of Persistent bullets are not cumulative with other Persistent Attack Volleys used in the same round (so it is not advisable to have multiple Attack Volleys with the Persist property) but they do stack with the Persistent Attack Volleys of the following rounds. Only one character may have Persistent bullets in play at one time. If another ally or enemy also uses a Persistent Attack Volley, any previous Persistent Attack Volleys are wiped out.

Beam

Cost: 2

Instead of resulting in a barrage, the Attack Volley is a narrow beam. Beams can be used to trap targets in smaller areas, making things more difficult to dodge by incurring a -1 penalty to the opponent's Evasion rolls. Beam effects only last one round, but their attack and effect is resolved before any other Attack Volleys, so slower more traditional Attack

Izanami's Spell Card List

Cost:	Sign:	Name:	Invulnerability:		
6Cp	Loyalty Sign	Petalchaser	1 Round		
Round 1 Effect:	Round 2 Effect:	Round 3 Effect:	Round 4 Effect:	Round 5 Effect:	
2 Attack Volleys	2 Attack Volleys	--	--	--	

Cost:	Sign:	Name:	Invulnerability:		
20Cp	Lupine Sign	Neither Snow Nor Rain	1 Round		
Round 1 Effect:	Round 2 Effect:	Round 3 Effect:	Round 4 Effect:	Round 5 Effect:	
1 Attack Volley w/Persist 1 Attack Volley	2 Big Attack Volleys	2 Huge Attack Volleys	--	--	

Volleys may benefit from the penalty incurred against targets thanks to a Beam. The effects of Beams are cumulative, so it is possible to increase the Evasion penalty against a target, but this reduces the number of traditional Attack Volleys that are unleashed.

Unlike most other Attack Volley modifiers, Beam attacks are against a single target only.

Since multiple Beam Attack Volleys are essentially “going off” at the same time, when resolving them, the penalties caused by Beam attacks are not applied to other Beam attacks.

Wide Beam

Cost: 10

This dreadful attack is so powerful, it cannot be chosen as an Attack Volley Property unless there are no other Effects other than Attack Volleys stemming from the caster this round. (So, a Wide Beam Attack Volley cannot be used on the same round as a Speed Burst, Time Stop, or Option summon.) Should an opponent fail to evade a Wide Beam Attack Volley, their hitbox is automatically struck. They have no chance to evade, and no chance to prevent having their Hitbox stuck by setting off a Spell Card of their own.

An Attack Volley with the Wide Beam property effectively counts as 2 Attack Volleys towards the Might-based effect limit even though it still only costs 1. Only 1 Wide Beam attack can be launched per round.

Lunatic Cards

Lunatic Cards take Spell Card duels to a whole other level. Odds are, many player characters won't ever need to invest in this sort of thing, save for a precious few that may wind up having it out with gods or nameless underworld horrors. They are the domain of extremely high-powered play.

A Lunatic Card has no Might-based Effect limitation, so it is effectively possible to cram infinite Effects into one in a single round. The first step in creating a Lunatic Spell Card is announcing the intention to create one. When one is crafting a Lunatic Spell Card, the Card Point cost of purchasing all of the Effects and Attack Volley Properties for one is doubled. It is also not possible to mix Lunatic and non-Lunatic values, all the effects on a Lunatic card must be purchased at the Lunatic rate.

Invoking A Spell Card

There is a protocol to be followed when employing a Spell Card, and that is to announce its character specific appropriate Sign, and then the name of the spell. So, Izanami, using her newly made Spell Card would announce its use in a duel thusly: “*Lupine Sign! Neither by Snow nor Rain!*” This done, the actual effects of the named spell may then be performed.

CHAPTER III -
NORMAL STUFF

Skills

Skills govern a large swath of potential non-combat activities. When your character is not involved in pitched battles against others, odds are she'll be finding herself in a situation where one or more Skills would be quite useful to have and would make a big difference in her ability to perform certain tasks.

There are 10 levels to each Skill. Level's 1-5 are Tradesmen levels, and cost 1 Skill Point to raise 1 level. Level's 6-10 are Master levels, and cost 2 Skill Points to raise 1 level. During character creation, it is not possible to raise a character's Skills into the Master level range.

Gaining Skills

Skills are purchased using Skill Points. All characters start with 5 Skill Points. Additionally, during character creation you may exchange 1 Fandom Point for an additional 5 Skill Points. At any time after character creation, 1 Fandom Point will provide 2 Skill Points.



Skill List

Skill:	Statistic:	Description:
Animal Master	Will	Train animals to be mounts or do tricks.
Artistry	Charm	Produce works of art designed to invoke a specific feeling.
Awareness	Resolve	Be extra aware on a passive level, and have a keen eye for subtlety when actively searching.
Bluff	Charm	Bald-facedly lie to spectacular effect.
Brewing	Cunning	Produce liquor.
Cooking	Cunning	Produce food.
Herbalism	Resolve	Know what plants are what, and how to make the best use of them.
Sneaking	Finesse	Sneak around all sneaky-like.
Blacksmithing	Might	Forge goods out of metal.
Farming/Gardening	Might	Effectively deal with the ins and outs of agriculture.
Fishing	Resolve	Know were to fish, and simply fish more effectively.
Games of Chance	Will	Know when to hold 'em, know when to fold 'em.
Intimidate	Will	Be intimidating.
Lore	Cunning	Focus on an area of knowledge, such as Youkai Lore, Shrine Lore, etc.
Thievery	Finesse	Break into things, pick pockets.
Merchant Skill	Cunning	Determine the worth of a product.
Proper Behavior	Charm	Know how to put your best foot forward.
Tailoring	Finesse	Produce goods out of leather, fur, and cloth.

Skill Level Cost/Bonus List

Buying Skill:	Cost For Level:	Total Cost:	Total Bonus:
Tradesman Lv.1	1	1	+1
Tradesman Lv.2	1	2	+2
Tradesman Lv.3	1	3	+3
Tradesman Lv.4	1	4	+4
Tradesman Lv.5	1	5	+5
Master Lv.6	2	7	+6
Master Lv.7	2	9	+7
Master Lv.8	2	11	+8
Master Lv.9	2	13	+9
Master Lv.10	2	15	+10

Skill Descriptions

Animal Master
Statistic: Will

Befriend animals and eventually make them your pet and trusted companion. An attempt to befriend an animal must happen when both the character and the animal they are attempting to befriend must both be in a calm state of mind. Once this condition is met, the player rolls her Will plus her Animal Master skill,

and pits it versus the animal's Will and Feral rating. If the player succeeds, the animal is befriended. If she is unsuccessful, the animal becomes hostile and may either attack or flee.

Once in a befriended state, the character may then teach her new pet a trick, or train her pet to use one of its innate abilities for the character's benefit. A character may attempt to teach or train her pet one time in between Incidents. This is achieved by making the same Roll Versus, pitting the character's Will plus her Animal Master skill against the animal's Will and Feral rating. If the character is successful, the pet learns the new trick or to use its ability for its master. If unsuccessful, the animal's Feral rating is increased by 1. (If it's an Obedience rating, then it is decreased by 1.)

At the conclusion of an Incident in which a character's pet appears and does something on her master's behalf, the pet's Feral rating is permanently decreased by 1. Feral ratings can even be pushed into the negatives, at which time it becomes an Obedience rating, and permanently gains 1 at the conclusion of an Incident.

Pets never engage in combat, or if they use a combat ability, it counts as its master's attack.



Artistry

Statistic: Charm

You have an eye for visual aesthetics, either when it comes to creating your own, or being the judge of the works of others. When producing your own work, be it a painting, carving, etc. you need to declare the scope of your work. It's a lot easier to create a simple doodle than it is to produce a serious work of art.

Once the scope of your intended work is decided, a Heroic Feat value is assigned. The time required is the absolute minimum it takes to produce a work of that quality. By increasing the amount of time spent on a particular work you can increase your chance of success. By spending an additional amount of time equal to the minimum time specified, you receive a +1 bonus to your attempt. Thus, spending 2 minutes on an oekaki doodle will get you a +1 bonus, and spending 3 minutes on it, will get you a +2 bonus. Similarly, spending 5 years on a legendary work will get you a +4 bonus to your attempt.

The character uses her Charm statistic plus her Artistry skill in a Roll Versus the appropriate Heroic Feat. Meeting or exceeding the feat achieves the desired effect. Falling short may produce a work of lesser quality appropriate for the roll, except in the case of a simple feat, which if failed results in a hilarious Cirno-esque disaster.

Artistry Heroic Feats

Heroic Feat Value:	Scope of Work:	Minimum Time Required:
Simple (3)	Oekaki doodles	1 minute
Complex (6)	Rough portraits, ZUN's character illustrations	1 hour
Challenging (9)	Detailed portraits, pretty cool fanart	3 hours
Difficult (12)	Quality doujin page, really cool fanart	1 day
Mighty (15)	Professional National-calibre work	1 week
Heroic (18)	Internationally acclaimed work	3 months
Legendary (21)	Sunflowers, the Mona Lisa	1 year

Awareness

Statistic: Resolve

Awareness enables your character to pick up on details that others might not notice. There are two distinct “modes” to Awareness: Passive Awareness and Actively Sleuthing. Your character will spend most of her time in Passive Awareness mode, not really looking for anything in particular but still able to pick up on little details that are odd, or might stand out a little. While in a passive state, bonuses from Awareness are halved (rounded down). Sometimes your character will be intently looking for things, ransacking a house, or carefully studying the scene of a crime. In these cases, she is Actively Sleuthing, and receives her full Awareness bonus.

The character uses her Resolve statistic plus her Awareness skill in a Roll Versus the appropriate Heroic Feat to notice something. Meeting or exceeding the feat means she notices something strange. Failure at the roll means she remains oblivious to the clue.

Blacksmithing

Statistic: Might

Your character is able to create items made out of metal using a forge. These products can be all sorts of things, from nails and horseshoes, all the way up to weapons and armor. What you intend to make largely determines the sort of Heroic Feat you will have to roll against. The time required is the absolute minimum it takes to produce a work of that quality. By increasing

the amount of time spent on a particular work you can increase your chance of success. By spending an additional amount of time equal to the minimum time specified, you receive a +1 bonus to your attempt. Thus, spending 15 minutes making arrowheads will get you a +2 bonus, and spending 20 minutes on it, will get you a +3 bonus. Similarly, spending a month on a legendary product will get you a +3 bonus to your attempt.

The character uses her Might statistic plus her Blacksmithing skill level in a Roll Versus the appropriate Heroic Feat. Meeting or exceeding the feat achieves the desired effect. Falling short results in an unusable scrap disaster.

Bluff

Statistic: Charm

This one’s pretty self explanatory, you find yourself with the incredible ability to weave fantastic but believable stories. When engaged in conversations, you may choose to bluff your way through, and receive a bonus equal to your Charm plus your Bluff skill versus the Cunning of whoever it is you’re lying to.



Blacksmithing Heroic Feats

Heroic Feat Value:	Scope of Work:	Minimum Time Required:
Simple (3)	Nails, arrowheads	5 minutes
Complex (6)	Buckles, clasps, horseshoes	30 minutes
Challenging (9)	Linked rings or chain, axe or spear heads	3 hours
Difficult (12)	Helmets, Shields	6 hours
Mighty (15)	Folded metal weapons	12 hours
Heroic (18)	Interlocking armor plates	1 day
Legendary (21)	Magically imbue-able weapons or armor	1 week

Brewing

Statistic: Cunning

The ability to produce a quality drink is a highly prized ability in Gensokyo. The types of liquor produced in Gensokyo are typically rice and plum wines, beer, and shochu (a clear liquor distilled from barley, potatoes, or rice). The process for creating each type of alcohol is different, requires different equipment, and is grossly oversimplified here.

Differing from most other skills, Brewing does not offer a flat bonus per level as stated for skills at the beginning of this section. When selecting the Brewing skill, a character then chooses to specialize in the production of a particular type of alcohol. She then gains a +2 bonus when attempting to produce that type of drink. Gaining another level in Brewing, the character may then choose to increase her existing specialization bonus to +4, or she may choose to learn the ins and outs of producing another type of alcohol, instead gaining a +2 bonus to produce it. At Lv.3, she may choose to raise her single specialty to +6, one of her two specialties to +4, or learn a 3rd specialty with a +2 bonus.

The quality of the ingredients used can impact the Roll Versus. A skilled brewer can do amazing things with sub-par ingredients, and even more amazing things with quality goods. Preparation is where the character's skill really comes into play, and when the Roll Versus is made. After the preparation of the ingredients and the roll is made, a temporary scope of work is obtained. From here, all that remains is the question of aging/fermenting. How long, or how little, the product is aged, will impact the drink's final quality. Failing to wait the

minimum amount of time will lower the work's scope by 2. Waiting the absolute minimum will lower it by 1. Waiting the minimum plus an additional 50% will help to maintain its quality. Waiting twice times minimum will raise its quality by 1, and is the best possible result for a beer. Waiting ten times the minimum will increase the work's scope by 2. Any result lower than the Dregs is simply undrinkable, attempting to drink it will result in violent illness and days in bed.

The character uses her Cunning statistic plus her Brewing specialization in a Roll Versus to determine the quality of their product, which is then further modified depending upon how long the alcohol is left to age/ferment.

Cooking

Statistic: Cunning

Your character is able to prepare a variety of delicious meals. What you intend to create will have a large impact on the sort of Heroic Feat you will need to roll against. The time listed is the absolute minimum amount of time it takes to produce a meal of that quality. By increasing the amount of time you spend preparing your meal, you can increase your chance of success. By spending an additional amount of time equal to the minimum time specified, you receive a +1 bonus to your attempt.

The character uses her Cunning statistic plus her Cooking skill in a Roll Versus the appropriate Heroic Feat. Meeting or exceeding the feat achieves the desired effect. Falling short, the result is still edible, but is not very tasty. In social situations, cooking successes may

Cooking Heroic Feats

Heroic Feat Value:	Scope of Work:	Minimum Time Required:
Simple (3)	Salads, other cold meals. Plain rice.	5 minutes
Complex (6)	Ramen, domburi, or other simple dishes.	10 minutes
Challenging (9)	Tofu & other bean-based meals.	15 minutes
Difficult (12)	Nikujaga, Yakitori, other meat dishes	30 minutes
Mighty (15)	Sushi, Sashimi dishes	30 minutes
Heroic (18)	--	--
Legendary (21)	--	--

also supply a +2 bonus to social rolls when you attempt to woo people with your amazing cooking skills. On a success, for every 5 points above the minimum roll required by the appropriate Heroic Feat improves any bonus provided by the meal in question, including any social attempts, by another +1.

Farming / Gardening

Statistic: Might

This skill governs over the handling of livestock and the planting, maintenance, and harvesting of crops. It is a demanding, and time consuming task, but can pay off in the end by producing high-quality goods. The goods produced by farming or gardening can be used with other skills such as cooking or brewing, and high quality produce offers bonuses that can influence the result of Cooking or Brewing Roll Versus.

For crops, producing goods by farming or gardening takes a full growing season, which is about 6 months long, beginning with planting mid-spring, maintenance throughout the summer, and finishing with the harvest in mid-autumn. Livestock takes longer to raise, often 2-5 years. At the end of a growing season, the character then makes a Roll Versus the appropriate Heroic Feat listed below, using her Might statistic plus her Farming skill. By spending an additional amount of time equal to the minimum time specified, she receives a +1 bonus to her attempt. On a success, for every 5 points above the minimum roll required by the appropriate Heroic Feat improves any bonus provided by the produce in question by +1. In the event of a failed roll, the work isn't a complete write off. Low quality

produce confers a -1 penalty to anything it's used in. For every 5 points below the minimum required by the appropriate Heroic Feat, the produce will also have another -1 penalty associated with it. It's best to just save it as animal feed, they're not harsh critics the way that people are.

Because of the length of time involved, especially for livestock, for characters with this skill it might also be assumed that they have been doing this for a number of years prior to the game, so they needn't farm for a few years in-game time before experiencing the results.

Fishing

Statistic: Resolve

Fishing is a lot easier if you know what you're doing. Possessing this skill means your character knows what she's doing. At a glance, she knows a fishing hotspot in any lake-sized body of water. Fishing in one of these hotspots provides a +2 bonus to any fishing attempt rolls. This information may be shared with other individuals, allowing them the benefit of the +2 bonus as well.

A person with the Fishing skill is capable of casting twice as often as a person without, this allows them two casting opportunities every ten minutes or so instead of one. Catching a typical fish requires a Roll Versus a Complex Feat (6). However, if the individual is pursuing a particularly rare sort of fish, or a local lake legend, the Roll Versus may be adjusted by the GM.

Farming / Gardening Heroic Feats

Heroic Feat Value:	Scope of Work:	Minimum Time Required:
Simple (3)	A small garden, a few chickens	2hrs./week
Complex (6)	A two hectare field, a few pigs and goats	4hrs./week
Challenging (9)	Four hectares of crops or a pasture	8 hrs./week
Difficult (12)	Four hectares of crops and a pasture	16 hrs./week
Mighty (15)	Eight hectares of crops and a pasture	32hrs./week
Heroic (18)	--	--
Legendary (21)	--	--

Games of Chance

Statistic: Will

Unfortunately I don't think poker is all that common in Gensokyo, but at least this skill is still good at letting you meddle with dice somewhat. By engaging in a Roll Versus, using your character's Will statistic plus her bonus from this skill, versus the Will statistic and any bonus from this skill that her opponent may possess you can skew the result of a game of chance in your favor enough to become the victor. However, there is a chance of being caught. You need to make another roll, using your character's Will plus bonuses from this skill versus her opponent's Will plus any applicable bonuses. If your roll is successful, the event goes unnoticed. If unsuccessful, her opponent has realized she has cheated.

Herbalism

Statistic: Resolve

By making a Roll Versus a Complex Feat (6), your character is capable of locating and identifying most of the common plants and herbs found in Gensokyo. Herbs that are rare, or more difficult to find are likely to require rolls versus greater feats which are left to the discretion of your GM.

Intimidate

Statistic: Will

Like Bluff, this one's pretty self explanatory, you are able to cow people into doing your bidding.

When engaged in conversations, you may choose to intimidate people, and receive a bonus equal to your Will statistic plus your Bluff skill versus the Resolve of whoever it is you're attempting to intimidate.

Lore

Statistic: Cunning

Your character specializes in a particular field of knowledge like Youkai Lore, Tengu Lore, Shrine Protocol, etc. supplying her with a bonus towards recalling information that applies to that field. The Lore skill may be taken multiple times, each time applied towards a different area of expertise. Your character relies upon her Cunning plus her Lore skill, and makes a Roll Versus the appropriate Heroic Feat listed below.

Lore Heroic Feats

Heroic Feat Value: Example of Obscurity:

Simple (3)	Knowing who Reimu Hakurei is.
Complex (6)	Recalling proper protocol for performing a specific shrine ritual.
Challenging (9)	Knowing the weakness of a particular type of foe.
Difficult (12)	Where to find a specific book in Pachouli's library.
Mighty (15)	Knowing the exact function of a mysterious item available for sale at Kourindou.
Heroic (18)	Knowing the birthday of Reimu's turtle, Genji.
Legendary (21)	Knowing when the first stone to the Tengu stronghold on Youkai Mountain was laid.

Merchant Skill

Statistic: Cunning

You're very shrewd when it comes to money. By possessing this skill, items you attempt to purchase are already 10% cheaper than they normally would be. You may attempt to haggle further, using your Charm statistic, and with a +2 bonus to your rolls versus the Charm statistic of the merchant you are haggling with. If you are successful, the cost of the merchandise you are after is reduced an additional 10%. You may repeat this process up to four times, for a total of 50% savings.

If at any time you fail, the merchant becomes angry and refuses to sell the goods for anything less than its normal price.

You're also a good judge of an object's worth. With a successful Roll Versus, pitting your Cunning plus your Merchant Skill versus a Complex Feat (or the Resolve statistic plus any Merchant Skill bonuses the merchant may have, if the merchant has statistics). If successful, you have a really good idea of what an item is worth. If unsuccessful, you may have wildly overshot or undershot its actual worth.

Proper Behavior

Statistic: Charm

When it comes to putting your best foot forward, you know just what to do. You automatically know how to greet and treat someone respectfully, and you won't ever unknowingly make a social faux pas. You may make a Roll Versus, putting your Proper Behavior plus your Charm versus your intended target's Awareness (if they possess it) plus their Cunning. If successful, you gain a +1 bonus to all your social interactions with that person for the rest of the Stage. If unsuccessful, at worst the individual you singled out for special treatment knows that you're trying your best to accommodate them.

Sneaking

Statistic: Finesse

Your character is adept at sneaking around, knowing tricks to stay hidden in the shadows or underbrush, as well as moving without making a sound.

The character uses her Finesse statistic plus her Sneaking skill in a Roll Versus the appropriate Heroic Feat to avoid detection. Meeting or exceeding the feat means she escapes notice. Failure at the roll means her position is given away. When pitted against another player character, the Heroic Feat is dropped in favor of a roll using that character's Resolve plus any applicable bonuses.



Tailoring Heroic Feats

Heroic Feat Value: Example of Obscurity:

Simple (3)	Obi, bags	2 hours
Complex (6)	Hakama, other pants, skirts	12 hour
Challenging (9)	Happi, shirts, scabbards, footwear	16 hours
Difficult (12)	Furisode, other ornate kimonos, gloves	1 day
Mighty (15)	Armor, saddles	3 days
Heroic (18)	I dunno, uh... better armor and saddles	1 week
Legendary (21)	Magically imbue-able weapons or armor	2 weeks

Tailoring

Statistic: Finesse

Your character is able to craft items out of cloth and animal hides. What you intend to make largely determines the sort of Heroic Feat you will have to roll against. The time required is the absolute minimum it takes to produce a work of that quality. By increasing the amount of time spent on a particular work you can increase your chance of success. By spending an additional amount of time equal to the minimum time specified, you receive a +1 bonus to your attempt.

The character uses her Finesse statistic plus her Tailoring skill in a Roll Versus the appropriate Heroic Feat. Meeting or exceeding the feat achieves the desired effect. Failing results in a pile of scraps.

Thievery

Statistic: Finesse

You've got light fingers, adept at picking locks and pockets both. This is coupled with an impeccable sense of timing and certain insights into the gullible nature of people that make lifting goods that much easier. When picking locks, the character uses her Finesse statistic plus her Thievery skill in a Roll Versus the appropriate Heroic Feat representing the quality of the lock. When picking pockets, the character uses her Finesse statistic plus her Thievery skill in a Roll Versus her victim's Cunning plus any Awareness skill or observation-influencing abilities she might have.

Items and Equipment

This broad section covers all sorts of things, from clothing, armor, and weapons, to regular household items and the ever important alcohol. Most of these goods can be found in the Human Village, where as long as individuals have coin, the goods can be bought. Any philosophical, ideological, or dietary differences are put by the wayside where there's money to be made.

Currency

When the Hakurei Border was erected in 1884, Japan had just moved to the Yen as its national currency a scant four years earlier. By the end of 1871 most of the previous currency, the Mon, was out of circulation. Gensokyo, being full of reasonably early adopters and the like, operates on the Yen like the rest of Japan. However, unlike the rest of the country, it's still common practice in Gensokyo to make use of the Sen. The Sen has a value of 1/100th of 1 Yen. (The Sen's role in the outside world was ended in 1953) Denominations in silver are 5, 10, 20, 50 Sen, & 1 Yen, and denominations in gold are 2, 5, & 20 Yen. Many of these coins are extremely worn and battered, but still in use.

It is also reasonably common to engage in bartering, exchanging goods or services for other goods or services.

Starting Funds

Characters start with a whopping 15 Yen. Don't spend it all in one place!

During character creation, you may choose to spend a Fandom Point to gain an additional 15 Yen.

The Importance of Fashion

Your character's wardrobe can make a difference in how others perceive her. The type and quality of her clothing can suggest either certain things about her which might have social applications, the items might actually help her perform her day to day tasks better, or it may merely reaffirm certain things about her. Likewise, poorly chosen, hilariously mismatched, or flat out overkill fashion statements can occasionally cause setbacks.

Aesthetics

When selecting your character's clothing, there are five distinct demographics called Aesthetics that you can tailor her towards. Certain articles of clothing, usually those worn on part of the torso (dresses, blouses, skirts, etc.) are capable of conferring an Aesthetic bonus which may bolster some of your character's skills as they apply to certain pursuits of suitable for that particular Aesthetic.

Noble: Possessed by those of regal countenance and the usually well to-do. Characters trying to play the role of vampire princesses, Tengu nobles, or the mistress of a secluded woodland estate are apt to possess the Noble Aesthetic.

Tradesman: Perhaps the most common Aesthetic is that of the hard-working people who work the land and craft various goods. Characters that are shopkeepers, or live on a farm on the outskirts of the Human Village tend to match this Aesthetic.

Educated: Individuals who pursue knowledge in any of its forms, physical, magical, or spiritual, tend to match this Aesthetic. Characters who are dutiful shrine maidens, reclusive wizards, or socially awkward bookish types usually belong to this Aesthetic

Warrior: Both those who are trained in the ways of various weaponry, or forms of martial training that do not. Wandering monks, Tengu scouts, and town guards are all types of characters apt to display this Aesthetic.

Scoundrel: Of the five Aesthetics, Scoundrels are the ones that feature the widest variation among a single group. Although this Aesthetic does indeed include the likes of charlatans and thieves, it is also the most common Aesthetic for characters who are performers and even just misfits.

Aesthetic Value

Many articles of clothing have a base Aesthetic Value. This value may also be further modified depending upon the material from which the article is crafted. Articles crafted from common materials use the Aesthetic Value listed, but those items crafted with uncommon materials have an Aesthetic Value equal to double the listed entry. In the case of Precious Things that have an Aesthetic Value, items have had the quality of their materials factored into the listed value already.

If an item's Aesthetic Value is available for more than one Aesthetic on a single item, the Aesthetic Value is still only applied to one Aesthetic of the player's choice. If an article has an Aesthetic Value, it must be applied towards a valid Aesthetic.

List of Aesthetic Bonuses

Aesthetic	Basic Benefit:	Advanced Benefit:
Noble	+1 to Proper Behavior	+1 to any Social rolls
Tradesman	+1 to Merchant Skill	+1 to Artistry, Blacksmithing, Brewing, Cooking, Farming, Fishing & Tailoring
Educated	+1 to Awareness	+1 to any Lore Skills
Warrior	+1 to Intimidate	+1 on rolls to strike
Scoundrel	+1 to Bluff	+1 to Sneaking, Thievery, Awareness, & Games of Chance

Aesthetic Bonuses

When your character has an Aesthetic Value greater than 4, she then gains the Basic Benefit that comes with belonging to that Aesthetic. Additionally, if you raise her Aesthetic Value to 8, she is then entitled to the Advanced Benefit for that particular Aesthetic.

Fashion Faux Pas

There are two distinct fashion mistakes your character can make.

The first is to pursue more than one Aesthetic. If your character does this, she receives no Aesthetic Bonuses of any kind.

The second comes from trying too hard. If your character's Aesthetic Value exceeds 12 it becomes apparent that your character is trying too hard to impress those around her. Trying too hard also prevents her from receiving any Aesthetic Bonuses and everyone talks about her behind her back.

Adopting and Changing Aesthetics

If your character hasn't had the benefit if an Aesthetic previously, the first time she is eligible for one she immediately receives its benefits. However, if your character is already receiving the benefits of one Aesthetic and is now deciding to change things up, there is a period of transition involved. After having announced that your character is changing her Aesthetic, she receives no bonuses of any kind from either her old or new Aesthetic until the end of the current Incident. (If, as a GM, your players are holding out on planned Aesthetic changes until the very end of the current Incident, then feel free to extend the no-bonus time until the end of the next Incident as well!)

Goods in Gensokyo

The Human Village serves as the center of commerce for all of Gensokyo. Everyone, regardless of who or what they are, comes to the Human Village to pick up the goods that they need.

Clothing

The clothing business in Gensokyo is booming, particularly the frilly dress and elaborate hat markets. Although the entries here are rather succinct, it is implied that there is a reasonable amount of detail and uniqueness to each article of clothing sold. Although the entry is just "Hat", the hat in question might actually be a black suede beret capped with two crimson feathers and a white lotus blossom. It is up to the player to flush out the specifics of the appearance of the article of clothing being purchased, and as the details of the rather ornate clothing Touhou characters wear is very important, it comes highly recommended that all players do this.

The material the clothing is made out of can impact its cost. Please multiply the cost featured in the clothing list by the values featured here to determine the cost of a piece of clothing made out of that material.

Material:	Cost Multiple:
Cotton, Straw, Wood	x1
Linen, Wool	x2
Leather, Suede	x3
Silk, Satin	x10

List of Clothing

Article:	Base Cost:	A.Value:	Aesthetics:	Common Material:	Uncommon Material:
Apron	30 Sen	--	--	Cotton, Linen	--
Fundoshi	20 Sen	--	--	Cotton, Linen	--
Geta	50 Sen	1	Noble, Warrior, Educated	Wood	--
Hakama, Unamori	2 Yen	1	Noble, Warrior, Educated	Cotton, Linen	Leather, Silk
Hakama, Andon	2 Yen	1	Noble, Warrior, Educated	Cotton, Linen	Leather, Silk
Hanten	1 Yen	1	Tradesman, Scoundrel	Cotton, Linen	Wool, Leather
Haori	1 Yen	1	Noble, Warrior, Educated	Cotton, Linen	Silk
Happi	50 Sen	1	Tradesman, Scoundrel	Cotton, Linen	Silk
Jinbei	1 Yen	--	--	Cotton, Linen	Silk
Kasa	10 Sen	--	--	Straw, Cotton, Linen	Wool, Leather, Suede, Silk, Satin
Kimono	3 Yen	2	All	Cotton, Linen	Silk
Mizugi	6 Yen	--	--	Cotton	--
Nagajuban	1 Yen	--	--	Cotton	Silk
Obi, Plain	5 Sen	1	Warrior, Tradesman, Scoundrel	Cotton, Linen	--
Obi, Ornate	3 Yen	2	Noble, Educated	Cotton, Linen, Leather	Silk, Satin
Ribbon/Bow/Tie	15 Sen	--	--	Cotton, Linen, Leather	Suede, Silk, Satin
Samue	50 Sen	2	Warrior, Educated, Scoundrel	Cotton, Linen	--
Sarashi	5 Sen	--	--	Cotton, Linen	--
Shitagi	20 Sen	--	--	Cotton, Linen	--
Tabi	5 Sen	--	--	Cotton, Linen	--
Uniform, Maid	5 Yen	2	Tradesman	Cotton, Linen	--
Uniform, School	3 Yen	2	Educated	Cotton, Linen	--
Uwagi	20 Sen	1	Warrior, Scoundrel	Cotton, Linen	Leather, Silk
Waraji	1 Sen	1	Warrior, Educated	Straw	--
Western Dress	3 Yen	2	Noble, Educated, Scoundrel	Cotton, Linen	Silk, Satin
Western Hat	1 Yen	--	--	Cotton, Linen, Wool	Leather, Suede, Silk, Satin
Western Pants	8 Yen	1	Noble, Tradesman, Scoundrel	Cotton, Linen	--
Western Blouse/Shirt	2 Yen	1	Noble, Educated, Tradesman	Cotton, Linen	--
Western Shoes/Boots	1 Yen	1	Noble, Tradesman, Educated	Wood, Leather	Suede, Silk, Satin
Western Skirt	1 Yen	1	Noble, Educated, Scoundrel	Cotton, Linen	--
Western Socks	10 Sen	--	--	Cotton	--
Western Undergarments	30 Sen	--	--	Cotton	Silk, Satin
Zori	2 Sen	1	Warrior, Educated, Tradesman, Scoundrel	Straw, Leather	--
Zubon	30 Sen	1	Warrior, Scoundrel	Cotton, Linen	Leather, Silk

Apron: Good for wearing when doing chores.

Fundoshi: Underwear. Historically that of a man, but in these enlightened and modern times this is not necessarily the case anymore.

Geta: Wooden sandals. Traditional footwear that commonly has two teeth, or blocks that elevate the rest of the sandal off of the ground. The Tengu variant tends to only have one tooth.

Hakama, Unamori: Divided hakama, a voluminous, pleated pair of pants.

Hakama, Andon: An undivided hakama, a voluminous, pleated skirt.

Hanten: A warm, lined jacket, a common garment for workers or tradesmen.

Haori: A haori is like a short kimono, only going down to the hips or thighs. It is usually worn with hakama.

Happi: A light jacket, often worn by merchants and storekeepers, but is also sometimes worn by others during festivals.

Jinbei: A two-piece garment consisting of a shirt and shorts; considered around-the-house wear; sometimes worn in place of a yukata.

Kasa: Japanese hats, usually the conical straw sugagasa, and the more bowl-like sandogasa. Maybe a Tengu's Tokin.

ITEMS AND EQUIPMENT

Kimono: Most silk kimonos are reserved for various ceremonies, like the furisode or iromuji. Most of the common, everyday ones, like the yukata or komon, are made out of cotton.

Mizugi: A swimsuit. Probably one of those one-piece school ones that no school actually uses, but I guess it could be a more conventional one.

Nagajuban: A light kimono that functions as underclothing.

Obi, plain: The obi is a sash or belt. In this case it's probably not very wide or ornate, likely made out of cotton or leather.

Obi, ornate: The obi is a sash or belt. This particular obi might be very side, and may feature a prominent bow called a musabi.

Ribbon/Bow/Tie: Pretty, ornamental doodads which are probably crafted out of silk or satin.

Samue: A two-piece garment consisting of a shirt and a pair of pants. An outfit commonly associated with monks.

Sarashi: A long strip of white cloth, wrapped around the torso. For Gensokyo women, it's usually wrapped higher and treated as a sort of bra.

Shitagi: A shirt designed to be worn underneath armor. In modern-day Japan, shitagi is the name for lingerie, but the one listed here is the shirt.

Tabi: Socks featuring a divide between the first two toes and the other three to easily accommodate the front strap on a pair of sandals.

Uniform, School: I didn't know there was a school dress code in Gensokyo.

Uniform, Maid: The outfit one would expect to find a servant in. It has French/pseudo-Victorian stylings.

Uwagi: A loose martial artist's top.

Waraji: Sandals made out of straw, usually associated with monks.

Western Dress: A dress in the European style.

Western Hat: A western-style hat, like a bonnet, bowler, beret, fedora, or even a top hat.

Western Pants: Western-style pants, possibly dressy, and certainly not in the style of modern denim.

Western Shirt/Blouse: A western-style dress shirt.

Western Shoes/Boots: Western-style footwear, probably made from leather and probably not a pair of sneakers.

Western Skirt: A western-style skirt, it may be reasonably long, or it may show a lot of leg.

Western Socks: Western-style socks, without the separate toe that the tabi features.

Western Undergarments: Briefs, boxers, bras. One of these, and whichever ones you'd like.

Zori: Sandals woven from grass or made out of leather. A very common type of footwear.

Zubon: Pants, which may be either loose or baggy, which are often paired with an uwagi top.

Jewelry

Jewelry can often serve as a testament to one's wealth or can speak as to an individual's heritage in the form of an heirloom passed down from generation to generation. Either way, there is a small pleasure to be found in decorating oneself in gems and other finery.

The material the item is crafted from can impact its cost. Please multiply the cost featured in the jewelry list by the values featured here to determine the cost of a piece of jewelry crafted from that material.

Material:	Cost Multiple:
Wood, Bone, Stone	x1
Steel, Silver	x5
Gold, Gems	x10

Kanzashi, Plain: A hair ornament. In this case something like a carved wooden comb or metal hairpin.

Kanzashi, Ornate: A hair ornament. In this case, something like a jeweled hairpin or silk flowers.

Necklace, Plain: A simple cloth or leather strand, upon which hangs a single ornament or other bauble.

Necklace, Ornate: An entire chain of delicate links, which may or may not also possess an ornate centerpiece.

Earrings, Plain: Simple studs, perhaps small broad hoops at best.

Earrings, Ornate: Elegant hoops and/or dangling affairs.

List of Jewelry

Jewelry:	Base Cost:	A. Value:	Aesthetics:	Common Material:	Uncommon Material:
Kanzashi, Plain	50 Sen	1	All	Wood, Bone	Steel
Kanzashi, Ornate	5 Yen	2	All	Silver	Gold, Gems
Necklace, Plain	1 Yen	1	All	Wood, Bone, Stone	Steel
Necklace, Ornate	5 Yen	2	All	Silver	Gold, Gems
Earrings, Plain	1 Yen	1	All	Bone, Stone	Steel
Earrings, Ornate	3 Yen	2	All	Silver	Gold, Gems

Armor

To be honest, in Gensokyo armor is a lot like clothing, mostly being a stylistic choice on the part of the wearer and doesn't actually offer any extra protection. However, it's more likely that armor, rather than regular clothing, may have magical enchantments placed upon it that may confer useful effects both in and out of combat. Although western clothing has made a significant impact upon Gensokyo fashion, this is not the case with armor. The vast majority of armor available in Gensokyo is of Japanese design, though I suppose there might be an antiquated set from Portugal or Germany or something kicking around somewhere.

As with everything else, the material the armor is crafted from can impact its cost. Please multiply the cost featured in the armor list by the values featured here to determine the cost of a piece of armor made from that material.

Material:	Cost Multiple:
Leather	x1
Splint/Mail	x2
Steel	x5

Do: A Cuirass/Breastplate, which may or may not include shoulder guards.

Haidate: Chausses/Pants. Apparently they've been called "short hakama" before, though they do not mask footwork in the same fashion.

Suneate: Greaves/Shinguards. Very early models did not protect the knee, but this was remedied later on.

Kabuto: A helmet, plain and simple.

Kote: Gauntlets. Some variations include not just protection of the forearm, but extend up to the shoulder as well.

Menpo: Face armor covering the nose/cheeks/mouth/throat. It is usually crafted to look like part of a grotesque or intimidating face.

List of Armor

Armor:	Base Cost:	A. Value:	Aesthetics:	Common Material:	Uncommon Material:
Do	2 Yen	1	Warrior	Leather, Splint/Mail, Steel	--
Haidate	1 Yen	1	Warrior	Leather, Splint/Mail, Steel	--
Suneate	50 Sen	--		Leather, Splint/Mail, Steel	--
Kabuto	1 Yen	--		Leather, Splint/Mail, Steel	--
Kote	1 Yen	--		Leather, Splint/Mail, Steel	--
Menpo	30 Sen	--		Steel	--

List of Weapons

Weapon:	Base Cost:
Bo	80 Sen
Hanbo	40 Sen
Kama	10 Sen
Kanabo	1 Yen
Katana	5 Yen
Kunai	10 Sen
Kusarigama	20 Sen
Masakari	1 Yen
Naginata	3 Yen
Nekode	20 Sen
Nodachi	8 Yen
Nunchaku	50 Sen
Ono	40 Sen
Otsushi	75 Sen
Sai	50 Sen
Shuriken	5 Sen
Snider-Enfield	6 Yen
Tanaegashima	2 Yen
Tanto	80 Yen
Tantutu	2 Yen
Tessen	80 Sen
Tonfa	30 Sen
Wakizashi	3 Yen
Yari	1 Yen
Yumi	80 Sen

Weapons

As is the case with armor, the bulk of weapons in Gensokyo tend to be of a traditional Japanese make, but foreign and modern weaponry is not quite as rare as their defensive counterparts. As with most equipment, even weapons are reasonably cosmetic in terms of their actual role. There are, of course, practical reasons to have them, but in the midst of actual combat a weapon, any weapon, is functionally no different than a spell or even a martial art, in that they are a means of delivering an attack. What the actual attack actually is, be it a hail of arrows from a bow or a slashing gust of wind delivered from rapid spear thrusts, it matters little what the weapon is, and resides entirely with an individual's ability to use it. The main thing about weapons in Gensokyo, is that actual physical attacks are very uncommon.

Bo: A large, straight staff, about 2m long.

Hanbo: Literally "half-bo", which makes sense since this is a staff about 1m in length.

Kama: A small sickle-like weapon popularized by its use by ninja. Originally a farm implement.

Kanabo: A spiked ironshod staff or club. It seems to be very popular with Oni.

Katana: Perhaps the most famous Japanese weapon. I know you know what this is.

Kunai: Iron-cast daggers that don't throw all that well.

Kusarigama: A kama with a length of chain attached at the bottom of the handle. The chain usually has a weight on the other end.

Masakari: A good ol' battle axe.

Naginata: A spear featuring a longer, more sword-like blade at its tip.

Nekode: A claw weapon held in the hand, featuring tines that extend out between the fingers.

Nodachi: A large two-handed sword, similar in appearance to the katana, though significantly larger.

Nunchaku: Two short staves, linked by a small stretch of chain.

Ono: A hatchet.

Otsushi: A giant hammer, with a handle nearly 2m long, crafted out of wood. It was designed to smash through doors.

Sai: Commonly mistaken for a bladed, dagger like weapon. This three pronged weapons are excellent for trapping or deflecting blades.

Shuriken: Usually recognized as the iconic "throwing star", but shuriken is a sort of catch-all term for just about any small throwing blade.

Snider-Enfield: A rare western weapon. A breachloading rifle that was a significant step up from the matchlocks previously used.

Tanaegashima: A smoothbore matchlock first introduced in the 1600s, and whose design was not significantly changed until the end of the 19th Century.

Tanto: A small, single-edged dagger.

Tantutu: A smoothbore matchlock pistol.

Tessen: An iron fan, its strips of metal sometimes covered or painted. It used to be popular amongst the male nobility.

Tonfa: A short stave with a grip extending outward. Popular the world over as the baton of many modern day police forces.

Wakizashi: A smaller counterpart to the katana, often paired with its larger cousin.

Yari: A conventional spear.

Yumi: A finely crafted longbow.

Useful Stuff

These items have all sorts of practical purposes, finding uses around the home, helping you to make trouble, or bringing about the swift resolutions to various Incidents that crop up.

Backpack: Useful for holding all sorts of essential goods while traveling or hiking.

Barrel: Barrels are an excellent collector's item.

Belt Pouch: This is small wallet or pouch great for carrying your money and other personal effects.

Blanket: Few things are better when it's cold, or when you're out on a picnic.

Broom/Rake/Hoe: Banish leaves or dust, or uproot weeds.

Bucket: Not only good for carrying things, but also great for tripping over.

Clay Jar, 2L: Probably full of liquor.

Cauldron: Used to stew in style.

Dishes, 6 Table Places: A collection of finely crafted plates and bowls.

Fishing Pole: An excellent device for lazily enjoying a sunny afternoon.

Fishing Net: This makes fishing a tad more efficient, but usually not as fun.

Glass Pitcher, 2L: An excellent way to serve drinks.

Grappling Hook: Rope not included.

Hammer: A little more suited to construction, not quite for bashing people.

Ink Vial, 300ml: For all your calligraphic needs. Now with free writing utensil!

Ivory Chopsticks: Very, very nice chopsticks. Wooden ones are usually free.

Kettle: Integral for heating water.

Lantern: Why am I actually making descriptions for stuff like this?

Lantern Oil, 1L: Supplies about two weeks worth of fuel.

Pillow: Soft and fluffy.

Pot/Pan: Important for food preparation.

Rope, 10m: Tie things up, or use it in conjunction with a grappling hook. Go wild!

Sack: For all your phat loots.

Scroll Case: Excellent for storing and transporting all of your important documents.

Sheet of Paper: Key component for creating important documents.

Sleeping Bag: Great for when you're stuck out in the middle of the forest.

Soap, 200g: Cleanliness is next to godliness.

Tent: A shelter from the storm, I guess; when it's storming, at least.

Tinderbox: A small container with matches, flint, and other useful things that make combusting a lot easier.

Waterskin: A waterproof leather bag that holds about 1.5L worth of liquid. Usually water, but sometimes liquor.

List of Useful Stuff

Item:	Base Cost:
Backpack	40 Sen
Barrel	20 Sen
Belt Pouch	20 Sen
Blanket	20 Sen
Broom/Rake/Hoe	20 Sen
Bucket	10 Sen
Clay Jar, 2L	10 Sen
Cauldron	1 Yen
Dishes, 6 Table Places	1 Yen
Fishing Pole	30 Sen
Fishing Net	80 Sen
Glass Pitcher, 2L	1 Yen
Grappling Hook	50 Sen
Hammer	10 Sen
Ink Vial, 300ml	40 Sen
Ivory Chopsticks	40 Sen
Kettle	20 Sen
Lantern	20 Sen
Lantern Oil, 1L	10 Sen
Pillow	10 Sen
Pot/Pan	20 Sen
Rope, 10m	30 Sen
Sack	10 Sen
Scroll Case	40 Sen
Sheet of Paper	1 Sen
Sleeping Bag	50 Sen
Soap, 200g	20 Sen
Tent	80 Sen
Tinderbox	1 Yen
Waterskin	30 Sen

Food and Drink

Eating and drinking is a big part of living in Gensokyo. For some, it's a way of relaxing and having fun, and for others it's a way of showing off. The food and drink listed here may either be prepared by caterers in the Human Village, or they may be created by characters with appropriate cooking or brewing skills and a little bit of time. The cost listed applies to purchases of prepared meals at inns or restaurants, and are not necessarily representative of the cost of the produce they're made out of.

Anpan: Awesome little buns filled with sweet bean paste.

Beer: It's beer. I could use some right now.

Donburi: A bowl of rice, topped or mixed with various items like chicken, seafood, pork, or beef.

Katsu: A skewer of deep fried breaded meat, vegetables, and/or seafood.

Miso Soup: Dissolved miso paste in a soup usually with tofu and/or vegetables.

Nikujaga: It doesn't get much better than this. Meat and potatoes. Developed by the IJN as their answer to the conventional western stew.

Noodles: Noodle dishes, typically using ramen, soba, or udon noodles, tend to be served in soups.

Oden: A dish comprised of all sorts of ingredients like oiled eggs, radishes, fish cakes, set to simmer in a broth.

Okonomiyaki: A pan-fried concoction using cabbage and batter as a base, with all sorts of vegetables, meat, or seafood capable of being added into the mix.

Pan: A loaf of bread.

Sake: Perhaps the most famous of alcoholic drinks that Japan has to offer.

Shochu: A clear liquor, usually distilled from potatoes. Not quite as strong as vodka or whiskey.

Tea: There are so many different teas that

Tempura: Battered seafood and/or vegetables.

Teriyaki: Grilled or fried meat, vegetables, or seafood glazed in a thick, sweet soy sauce.

Wine: Fermented from one kind of fruit or another.

Yakitori: Prepared and seasoned chicken grilled on wooden spits.

List of Food and Drink

Item:	Base Cost:
Anpan	2 Sen
Beer, 2L	50 Sen
Donburi	10 Sen
Katsu	20 Sen
Miso Soup	5 Sen
Nikujaga	50 Sen
Noodles	5 Sen
Oden	20 Sen
Okonomiyaki	20 Sen
Pan	10 Sen
Sake, 2L	60 Sen
Shochu, 1L	1 Yen
Tea	2-50 Sen
Tempura	20 Sen
Teriyaki	20 Sen
Wine, 1L	2 Yen
Yakitori	20 Sen

Trade Goods

These goods form the basis of the Gensokyo economy. Odds are your characters won't even deal with these items unless they somehow become important to the plot or are being used in conjunction with a character's skills. I trust that all of these things are pretty self-explanatory.

List of Trade Goods

Quantity:	Item:	Cost:
1kg	Wheat/Barley/Rice	5 Sen
1kg	Flour/Potatoes	10 Sen
1kg	Peas/Corn	20 Sen
1kg	Tea	50 Sen
1kg	Tobacco	2 Yen
1kg	Salt	1 Yen
1kg	Pepper, cinnamon	10 Yen
1m2	Linen	1 Yen
1m2	Cotton	2 Yen
1m2	Satin	5 Yen
1m2	Silk	10 Yen
1	Chicken	10 Sen
1	Goat	1 Yen
1	Pig	10 Yen
1	Cow	50 Yen

The Kirisame-ya Second-hand Shop

Many items for sale in Gensokyo can be gotten a little cheaper at the Kirisame-ya Second-hand Shop as long as you're willing to accept a few dings and scratches here and there. Additionally, sometimes the history of items available isn't known, so magical or exceptional items can go up for sale and be a steal of a deal. Things for sale at the Kirisame-ya Second-hand Shop are clothing, jewelry, armor, weapons, and reusable useful stuff. Consumable useful stuff (soap, ink, etc.) as well as trade goods, and food and drink, cannot be purchased here.

Goods from the shop are typically 50% cheaper than they would be at other stores, although the wear and tear on such things will be apparent. Items purchased second-hand that turn out to be free of enchantments or curses provide no Aesthetic Value.

Buying an Item

The first thing to do is check to see if the item you're looking for is available. Where clothing and useful stuff is concerned, it pretty much always is; but with weapons and armor, it's not quite so certain. There is a 50/50 chance that the particular weapon or piece of armor you're looking for isn't to be found. This can be determined by rolling. If the roll is -1 or lower, the desired item cannot be found, but if the roll is 0 or higher, you're in luck!

Although the vast majority of items that go through the Kirisame-ya Second-hand Shop are mundane in nature, there is a small chance that enchanted or cursed items might be encountered. After having purchased an item, roll again. If you've rolled a 5, the item turns out to be enchanted! If you roll a -5, it is laden with a curse!

Determining an Enchantment

If you've purchased an item, and then rolled a 5, you may now roll 1d6 and consult the following chart to determine what sort of enchantment your newly purchased item has. Enchantments on items of this kind are often fairly minor, but every little bit can help! Although it may be possible for more powerful magical items to be found in the Kirisame-ya Second-hand Shop, discovering such a thing is best used as a plot device or otherwise at the GM's discretion. Another benefit of your enchanted item is that if it's of an article that would normally provide an Aesthetic Value, it also provides said value.

When rolling, should the result wind up being a Skill, the Skill will just happen to be one of the Skills that the character already has in her repertoire. Gensokyo is full of coincidences like that.

Roll: Result:

- | | |
|---|----------------------|
| 1 | +1 to a Skill |
| 2 | +1 to Strike |
| 3 | +1 to a Skill |
| 4 | +1 to Evasion Rating |
| 5 | +1 to a Skill |
| 6 | +1 to Reaction |



Determining a Curse

Similar to determining an enchantment, if you've purchased an item and then rolled a -5, you need to roll 1d6 and consult the following chart to determine how your item is cursed. On average, curses tend to be a little more powerful than their enchantment counterparts, but the most dreadful of curses should be reserved for plot devices or the GM's discretion. It may come as a small comfort to know that cursed items are capable of providing an Aesthetic Value if the item happens to be of a type that would normally provide such a thing.

When rolling, should the result wind up being a Skill, the curse automatically tailors itself to affect your character's highest skill. Curses are evil like that.

Roll:	Result:
--------------	----------------

- | | |
|---|------------------------|
| 1 | -1 to Hitbox Rating |
| 2 | -1 to Strike |
| 3 | -1 to a Skill |
| 4 | -1 to Evasion Rating |
| 5 | -1 to a Main Statistic |
| 6 | -1 to Reaction |

Unlike enchanted items, cursed items cannot simply be discarded. Any such items will magically return to the possession of their owner. In order to be free of a cursed item, Dispel must be cast upon it. This won't destroy the item or the curse, but it will temporarily nullify the binding effect of the curse, providing the owner with a 60 second window to discard the item without fear of it returning to them.

Selling an Item

The Kirisame-ya Second-hand Shop buys items at 10% of the listed value. They aren't especially interested in paying more for any enchanted or cursed items (which begs the question how such items become available there in the first place!) and if you attempt to knowingly sell such an item to them, then they'll decline and suggest you take it to Kourindou and see if Rinnosuke is interested in buying it instead.

Kourindou

This shop, operated by the half-Youkai Rinnosuke Morichika, is situated in the Forest of Magic, and seems to deal in the fantastical. The Kourindou inventory includes all sorts of magical things as well as modern things from the outside world, iPods, machine guns, those sorts of things. The problem is, at least for any potential buyer, is that Rinnosuke isn't really keen on just selling things for money. He's much more partial to trading and bartering. If a character wants to get an amazing item from Kourindou, she'll be better off having something to offer in trade. If Rinnosuke can be talked into accepting money for an item, odds are that item will be very, very expensive.

All manner of goods can be obtained through Kourindou as long as the GM approves, but whatever it is will be very costly one way or another.



PLAYING THE GAME

The background features a stylized illustration of a young girl with brown hair and a red headband, wearing a red dress with a white collar and a yellow bell. She has her arms outstretched to the sides. The scene is set against a warm, orange and yellow gradient background, suggesting a sunset or sunrise. The entire image is framed by a decorative border of orange autumn leaves.

CHAPTER IV - PLAYING THE GAME

A Rule For Players

This is an RPG based off a series of shooting games featuring a bunch of flying girls who fight one another for reasons that aren't always altogether clear. You should not be rounding up your friends and playing this sober. For every 2 beer (355ml cans or 341ml bottles) or an equivalent volume of other mixed drinks a player consumes (Rye & Coke, Vodka & Orange, Coolers, etc.), that player gains +1 bonus to all their rolls up to a maximum of bonus of +3. Don't drive after a session. If you are playing this game over the internet (IRC, forums, etc.) then this rule is not used, but you should still probably consider drinking anyhow.

These bonuses apply for liquor only, not drugs.

The Structure of the Game

Gameplay in Tale of Phantasmal Gensokyo revolves around resolving Incidents. An Incident is an event caused by someone or something that threatens to upset the delicate ecology of Gensokyo. The resolution of an Incident is handled over the course of several Stages. A Stage is a distinct setting, such as a forested path on the way to the Human Village, the Hakurei Shrine, or any other locale where the activities of the PCs will unfold. During the course of a stage there might be combat, or the PCs might means other than combat to uncover what they're looking for. As the PCs complete what they set out to do in one Stage, it will inevitably lead them somewhere else, a new Stage, where new events will unfold. This cycle is typically repeated until the PCs are finally able to track down the cause of the Incident and confront it.

More information about creating and tailoring Incidents and their Stages may be found later, in Chapter VI.

The Roll Versus

The Roll Versus is the very core of this RPG's system, and it's the simple idea of the player making a roll a Set of dice and is opposed by either another roll (this type of Roll Versus is called a Contest) or a fixed value (called a Heroic Feat). For every action whose outcome is uncertain and needs to be determined, the player makes a Roll Versus.

Heroic Feats

The hallmark of a Heroic Feat is that the only variables are controlled by the character, which is reflected in her roll plus any relevant modifiers she possesses because of her statistics, traits, skills, or items on hand. She is pitted against a static value representing some sort of challenge the character faces in-game. This challenge might be a door that requires breaking down, or a particular type of meal that needs preparing. The exact protocol for handling a Heroic Feat is as follows:

- 1) The PC announces she is considering performing an action.
- 2) The GM then determines a suitable Heroic Feat value that the character is required to meet or exceed in order to be successful.
- 3) The PC may then either reconsider, or make her roll.

If her roll is successful, she does what she originally set out to do. If she fails, the repercussions may vary depending upon the situation at hand. Failure to leap over a ravine might result in a nasty fall, whereas failure to properly brew a beer will merely result in a flat, awful-tasting concoction.

Heroic Feat Difficulty: Number to Beat: Example Description:

Simple	3	Correctly answering mathematical challenges posed by idiots
Complex	6	Sneaking through the gate of the Scarlet Devil Mansion, past a sleeping Hong Meiling
Challenging	9	Picking the lock to the Hakurei Shrine donation box
Difficult	12	Spinning in circles like Hina and not getting dizzy
Mighty	15	Finding a specific book in the Voile Library without Patchouli's help
Heroic	18	Forcing the gates of the Tengu Stronghold open
Legendary	21	Somehow piercing the Hakurei Barrier

PLAYING THE GAME

Select A Difficulty?

This is really here for no other reason except that it appears in the actual Touhou series games. Sort of a comedy option, I suppose. I guess if you run with a bunch of RPG pros or heavy drinkers who will get that +3 bonus in no time, then maybe handicapping yourselves with a higher difficulty rating might be an option.

Difficulty:	Description:	Effect:
Easy Mode	For those who don't play RPGs very much.	Players gain a +1 bonus to all their rolls.
Normal Mode	For those who play this RPG often.	No effect.
Hard Mode	For those who play all sorts RPGs often.	Players suffer a -3 penalty to all their rolls.
Lunatic Mode	Not suitable for anyone.	Players suffer a -6 penalty to all their rolls.

Contests

When a character is pitted against another character or an NPC, both parties roll a Set of dice and add any relevant modifiers they possess. Sometimes the modifiers used will differ for the two involved, such as one character using her modifiers to help her lie better, whereas her opponent will be relying upon modifiers to help her better detect any deceit. Other times the modifiers might be the same, such as two characters playing a game of Shogi, both relying on their cunning and gaming skill to prevail.

Although in the case of Heroic Feats, characters often have the option of choosing to look before they leap, in the case of a Contest, choosing not to participate tends to mean she is forfeiting the contest to her opponent.

As you already know, Fandom Points are used to purchase more things that will hopefully allow you to gain even more Fandom Points. The actual gaining of them is achieved in several ways outlined below.

Meeting Expectations

If your character has one or more Endearments that feature Expectations, then one of the most reliable ways to gain Fandom Points is by meeting those Expectations to the satisfaction of the GM. Meeting an Expectation almost always creates more trouble for the character or her companions, requiring them to intentionally sabotage their own rolls, or to choose more difficult courses of action. A character is limited to gaining only 1 Fandom Point per Expectation per Incident.

Gaining Fandom Points

Popular characters are successful characters, and successful characters are popular characters. Although everyone's purpose in the game is to get to the bottom of the various Incidents that happen, and possibly to get really drunk in between doing that, everyone also has an individual purpose, and that is to simply be popular. Who exactly are they being popular for? Your characters themselves may not know the answer, but you yourself should.

Completing Stages

At the conclusion of a Stage in which combat with a Stage Boss or the Final Boss took place, PCs are entitled to gain 1 Fandom Point per Life and per Bomb they have remaining.

High Score

At the conclusion of a Stage in which combat with a Stage Boss or the Final Boss took place, the PC with the highest score gains 1 Fandom Point. Scores are not reset until the end of an Incident or a character needs to Continue.

Resolving Incidents

Successfully getting to the bottom of an Incident is a major milestone in the career of a PC. After all, having a hand in maintaining Gensokyo's relative peace and stability is no small matter. Each PC involved gains 10 Fandom Points for having played a role in successfully resolved an Incident. Of course, depending upon the scope and breadth of the Incident, GMs may also feel free to adjust this value if they feel it necessary.

Highly Responsive to Players

At the conclusion of each session, the players should take a vote for which character they felt did the most bombastic, impressive action that involved a Heroic Feat or Contest. The character with the most votes is awarded 2 Fandom Points. I wouldn't say it's against the rules, but I would consider it bad form for a player to vote for her own character. In the event of ties, the GM may offer a tie-breaking vote.

Character Advancement

There are two distinct forms of character advancement. The first comes in the form of Points, which is a form of short-term advancement that does not carry over from one Incident to another. All other types of character advancement are a little more long-term, covering the development of your character throughout her whole adventuring career.

Points

Points are primarily gained from defeating enemies. The player who lands the killing blow upon an enemy gets the points for defeating it. The exact point value of a particular foe can be found in their bestiary entry. Additionally, further points may also be gained by flirting with death and gaining points through Grazes.

At the end of a Stage, a character gains 500,000 points for each Life and Bomb they have remaining.

Points accumulate over the course of an Incident, and do not reset until the conclusion of that Incident unless a character needs to Continue, in which case her score is reset back to 0.

Long-term Advancement

Over the span of her adventuring career, a character will acquire new abilities and hone existing ones. Unlike many role-playing games, there is no conventional level system by which a character's growth is rated. Instead, long-term advancements are purchased with Fandom Points, which are spent buying new abilities in between Incidents.

Raising Statistics

Raising one of the six Statistics costs a number of Fandom Points equal to the statistic in question, plus 1. So, if a PC currently has a Resolve of 6 and she wants to raise it to 7, it will cost 7 Fandom Points to do. It is not possible to raise a Statistic by more than 1 point in between Incidents, although it is possible to raise multiple statistics by 1 point.

If your character has a statistic under the effect of a Statistic Lockdown, you may not raise that particular statistic until the lockdown is removed, if it is possible to remove it.

Acquiring New Traits

Special Abilities and Magical Spells may be purchased with Fandom Points in between Incidents, the cost for acquiring a new Special Ability or Magical spell is the same as the Fandom Point cost used during the character creation process.

If your character has the Prodigy special ability, she receives a 25% discount on one new Special Ability or Magical Spell. This can only be applied to one Special Ability or Magical Spell per inter-Incidental period. This discount cannot be stockpiled or carried over from one inter-Incidental period to another.

Precious Things are handled a little differently. After character creation, they cannot just be purchased only with Fandom Points anymore. Acquiring such things outside of the course of an Incident still involves money or bartering and may (at the GM's discretion) also involve some sort of Fandom Point cost appropriate for the item being purchased. The exact pricing, perhaps another magical item in trade (as most likely such an item will be coming from Kourindou) should be hammered out between you and your GM.

Acquiring New Skills

For a flat cost of 1 Fandom Point, a character gains another 2 Skill Points with which to purchase Skills. It's as simple as that.

Acquiring New Spell Cards

For a flat cost of 1 Fandom Point, a character gains 2 Card points that they can spend on creating a new Spell Card. Of course, as Spell Cards are very complex things to create, it usually requires more than just 1 Fandom Point converted over to create a card of significant power and effectiveness.

Paying Off Endearments

Endearments can be removed from a character by paying a number Fandom Points equal to five times the number of Fandom Points the Endearment originally provided to the character when it was taken.

With an Endearment removed, it is no longer possible for a character to gain Fandom Points from any Expectation opportunities the Endearment might have provided.

Paying Off Very Bad Things

Very Bad Things are expensive to get rid of! They cost ten times the number of Fandom Points the Very Bad Thing originally provided to the character when it was taken.

Slice of Life Stuff

Although combat tends to hog the spotlight in Gensokyo, the simple fact of the matter is that the fighting doesn't rage 24 hours a day, 7 days a week. The majority of time is actually spent engaged in more peaceful and occasionally more fun pursuits.

Drinking

This is probably the favorite pastime of every resident of Gensokyo. Every two drinks a character has translates into a -1 penalty while under the influence. If the character has Alcoholic Tolerance, this is increased to every four drinks.

With the exception of shots, a drink will take around 30 minutes to consume.

A character is still combat-effective until she's had a number of drinks equal to her Might statistic; after that amount she's either too fall-down drunk, giggly, or raging incoherently to do anything effectively. If the character has Alcoholic Tolerance, she may remain

combat-effective until she's had a number of drinks equal to double her Might statistic.

When a character is in a fall-down drunk state, it's only a matter of time until she passes out. At the start of each additional drink at this point, she must first make a Roll Versus 10 to stay conscious.

For every drink consumed, it takes an hour for its effects to wear off while awake. If your character goes to sleep and manages a full 8 hours, the rate at which the liquor wears off is tripled.

A character that drinks herself into a fall-down drunken state will wake up hungover the next morning. A hangover causes a -2 penalty to all rolls for the next 12 hours or until she has a nice, big, greasy breakfast. Characters who stop their drinking session before reaching their Might-based limit wake up the next morning with no ill effects.

Gatherings and Parties

Get-togethers tend to happen often, usually justified by almost any reason one can think up. Gatherings of this nature tend to result in a great deal of eating, drinking, and fun. By hosting a little to-do, it can serve as an excellent way show appreciation to your friends, gain approval from strangers, or perhaps even make amends with adversaries. Of course, sometimes complications or other drama can arise (such as Rabbit Youkai becoming offended that the meal being offered is a rabbit stew.) so the host may sometimes need to take even the smallest factors into consideration. The focal point of a party is usually the main meal. Characters are able to craft their own dishes provided they can track down the required components using their Cooking skill. However, even if a character can't cook, she might be able to find others in Gensokyo to help her out, such as a cook from the Human Village or perhaps calling in a favor with a friend who possesses some skill with the art.

A bona-fide gathering will be at least four hours long and should include a well-prepared meal. Liquor might also be offered, or it could be a Bring Your Own Booze sort of affair. Of course, if there's no alcohol being passed around, then some sort of tea should probably be provided. Music or games are also

wonderful additions, but not required. The host of a gathering gains a +1 bonus to her social rolls for the duration of the gathering.

Sleeping

Perhaps the best thing to do immediately following a bout of intensive drinking and partying is to sleep it off. Of course, sleeping for the sake of actually getting some rest is perfectly fine too. Six hours of sleep each night counts as a full and restful night of sleep. If your character has drank enough that she is suffering from a penalty when she decides to go to bed, then it takes eight hours of sleep for her to count as being fully rested.

If your character goes a full 24 hours without sleep, she then suffers a -1 penalty on any rolls she must make due to either being dulled by tiredness or because she seems irritable. After 48 hours, this penalty is increased to -2. At 72 hours it becomes -4. At 96 it is further increased to -8. This penalty continues to double in strength every 24 hours. In order to have a restful sleep after being up for such extended periods of time, the required amount of sleep is six hours for the first day, plus an additional two hours for each day she stayed awake past that.

Of course, certain individuals, mostly those who are Constructs and the like, do not require any sleep and can remain active indefinitely without incurring any penalties.

Working

Everyone has some sort of livelihood, things they do not just to keep themselves busy or pass the time, but to actually survive. For the likes of some, like many Beast Youkai, this involves actual subsistence activities, but for many others who maintain residences and engage in commerce, the things they do tend to be a little more involved, often relying upon their tradeskills or knowledge to make a living. Depending upon the lifestyle your character tries to pursue when she's not caught up in an Incident, she may actually manage to make a little money.

Lifestyle

Outside of special orders and efforts, your character's productivity (or lack thereof) may have one of the results below. As one might expect, if your character's time meets the required weekly investment, it will see that effort returned to her in the form of the weekly profit.

If your character has the Prodigy special ability, her weekly profit is further increased by 1 Yen, regardless of lifestyle.

Lazin' About: Your character has done absolutely nothing productive this week at all! She didn't even spend time hunting or gathering food. Anything she eats or wants will have to come from what she has stored or saved up.

Subsistence: Your character has spent this week mostly doing nothing, only making an effort to either get food or doing just enough work to pay for the food she'll eat in a week. If she hunted her own food, her weekly profit is 0 Yen. But if she worked at something else to earn money for food, her weekly profit is 1 Yen.

Mundane: Your character works a good and honest job, either self-employed or doing tasks for someone else. This is, more or less, what the average individual in the Human Village does, crafting goods and the like. In the case of seasonal mundane trades, such as farming, the weekly profit is considered to be the earnings of a farm averaged out over the course of a year, even if the farm's actual income only really occurs at the end of the harvest.

High-risk: This is where more exotic professions fall, such as a magician or scholar who creates magical potions, or a maiden of a shrine who must rely upon the erratic charity of others. This category requires the biggest weekly investment, but a large return on that investment is not guaranteed. The weekly profit for a high-risk lifestyle is determined by rolling 1d6.

Lifestyle:	Weekly Investment:	Weekly Profit:
Lazin' About	0 hours	0 Yen
Subsistence	10 hours	0 or 1 Yen
Mundane	30 hours	3 Yen
High-risk	40 hours	1-6 Yen

Flying

A lot of characters in Gensokyo are capable of flight, either innately or through magical means. Flying is all well and good, but it seems to involve a great deal of effort. Enough effort that it's still easier to keep one's feet planted firmly on the ground without good reason. Reimu is capable of flight through sheer force of will, yet she spends most of her day to day life walking from here to there. In most cases, flying is not a very relaxing thing to do, and in Gensokyo relaxation is pretty important.

Flyers and Non-flyers

It's inevitable that in a group of characters, some will be capable of flight and others will not. When combat unfolds, no one will fault someone capable of flying for taking to the air, but unless a group of characters is under some form of duress, it's generally considered bad form (if not outright rude) to fly while others are walking. Given the amount of effort it takes, it's usually not worth it.

Flying ahead to some location while your companions continue on foot is considered to be supremely tacky, and characters who do things like that will quickly earn the scorn of everyone in Gensokyo.

Effortless Flight

There are a couple exceptions to Gensokyo's social norms when it comes to flying, and it mostly involves Fairies. Fairies, which are shorter than most everyone else, don't seem to suffer the social stigmas associated with flying in day-to-day life as long as they abide by certain social standards:

Because Fairies are shorter than everyone else, using flight to keep themselves about as high up as everyone around them is tall, it's considered okay. But trying to use flight to give themselves a perceived height advantage is considered bad form.

Using flight to casually travel faster than her peers while compensating for height differences is still considered bad, but this can be circumvented (for Fairies only, it would still be bad for a Magician or Tengu or flight-capable Human to do this) by going no faster than her companions can walk.

Passengers

Fairies cannot achieve a sufficient amount of lift to carry anyone, magical brooms buckle under the weight of more than one person, and pretty much any other excuse to try to accommodate more than one character with the personal flight capability of just one character will fall flat on its face. If a non-flyer wants to fly, she will need to invest in some way of enabling herself to fly rather than relying on her companions.

Exploring Gensokyo

Gensokyo is a land of spirits, magic, and impossibilities. Ruins or caves or mansions or busses or just about anything can spring up at any time, or vanish just as suddenly! Discovering a big change in the landscape is almost a certainly a prelude to some sort of Incident. The landscape can change overnight, so characters shouldn't fall into the trap of thinking that just because some certain landmark has "always been there" or there's always been nothing of note in a particular area that something won't ever just appear there.

Traveling

Overall, Gensokyo is actually a reasonably small place, and getting from point A to point B isn't an especially time-consuming task. Although during an unfolding Incident traveling places seems to almost always involve encountering troublemakers or foes, when the sky isn't falling it can be a pleasant diversion. Just walking casually along a road, the average person will travel around 6km/h. Flight takes the same effort and concentration that running requires, so where casual travel is involved flight isn't often used. Running allows someone to travel around the 12km/h mark. Please bear in mind that this is for running an extended distance and not for sprinting. Speeds for all methods of travel will also be reduced when individuals stray from roads, with forested or other difficult terrain, or getting caught in bad weather halving the speeds at which they can travel.

Sights and Sounds

Although the denizens of Gensokyo do tend to be awfully direct in how they go about things, occasionally just watching or listening before breaking out the Spell Cards can also prove fruitful.

Checks where sight and sound are involved rely on an individual's Resolve statistic, which might be further enhanced by the Awareness skill. Under ideal conditions (clear days), rolls are made versus a Complex Feat (12) but bad weather or unfavorable terrain may make both hearing and seeing things considerably more difficult.

Please bear in mind that these are just guidelines, a handy tool to be quickly referenced. GMs may wish to handle things like this in a completely different fashion.



Vision and Lighting

Outside in broad daylight, provided the terrain is suitable, it may be possible to spot an un-obscured and motionless person at around 400 meters distant with a successful roll versus a Complex Feat using one's Resolve statistic and the Awareness skill if they possess it. Beyond that distance (and assuming the terrain is accommodating), it becomes difficult to see a person unless they're moving. Under similar conditions, checks to generally identify features about a person might be made at half this distance, such as if they have non-human features like animal ears, if they're carrying something like a weapon, etc. Half this distance again, and the individual becomes distinctly recognizable.

Other conditions, like fog, rainy weather, or night, can change these figures dramatically, as suggested by the guidelines in the chart below:

Indoors or outdoors, in the absence of daylight all other sources of light behave as they would in either environment. Depending upon the light source, the area and direction it illuminates can vary. Similarly, the more powerful the light source, the further away it can be seen from in the darkness. Most light sources are omnidirectional, shedding their light in all directions, and as such can be seen in all directions, provided the terrain is accommodating.

Relying upon a light source also restricts the user's range of vision to the illuminated area unless the character is able to shadow or extinguish the light source.

It is impossible for someone to hide directly in the light provided by one of these sources, but it's more difficult to spot anyone hiding in the darkness beyond the illuminated area, or in any shadows cast by other objects in the illuminated area. Individuals attempting to sneak around in such shadows gain a +2 bonus on their rolls to do so when checked against those located within the light source.

Light Source:	Light Range:	Visible From:
Candle	3m	40m
Torch	5m	500m
Lantern	5m	500m
Campfire	10m	2km
Bonfire	20m	3km



Condition:	Spot Moving:	Spot Still:	General ID:	Specific ID:
Clear Day	1km	400m	200m	100m
Light Fog or Light Rain	300m	200m	100m	50m
Moonlit Night	100m	50m	10m	5m
Snow or Heavy Rain	80m	40m	20m	10m
Pitch Black Night	20m	10m	5m	3m
Heavy Fog or Blizzard	10m	5m	4m	2m

Hearing and Listening

On a still summer day, devoid of wind, the sound of a conversation at normal volumes (though the words remain unrecognizable) carries about 60 meters. Cold weather can dramatically amplify sound, and winds have the exact opposite effect. Day or night has little effect on how sound travels, but weather conditions like rain or fog affect sound in a way similar to how they affect vision.

With a successful check, an individual is able to roughly determine the direction from which the sound originated.

The figures listed below are just for picking up sounds. If the sounds involved are actual conversations, being able to comprehend them under similar conditions requires the character to be half the listed distance closer to the source.

Actually listening to what voices are saying is a slightly different proposition, subject to a variety of different conditions; the cheering of a crowd, the quiet murmur at a party as the hour grows late, etc. Not only do louder sounds drown out quieter sounds, but objects can both absorb and scatter sound, making it a particularly tricky thing to manage.

Speaking Voice:	Intelligible Distance:
Whisper	60cm
Quiet Voice	3m
Normal Voice	15m
Raised Voice	30m
Shouting	60m

Complications:	Roll Penalty:
Cheering Crowd	-4
Early Party Crowd	-2
Late-night Party Crowd	-1
Eavesdropping Through a Door	-2
Eavesdropping Through a Wall	-3

Sound:	Cold Day:	Still Day:	Foggy Day:	Windy Day:	Storm:
Normal Voice	180m	60m	30m	10m	2m
Raised Voice	360m	120m	90m	30m	5m
Shouting, Fighting	720m	240m	180m	50m	10m
Barking, howling dog	4.5km	1.5km	360m	100m	25m
Gunshots, explosions	8km	4km	2km	1km	500m
Thunder	30km	20km	15km	10km	10km

Caution!

I've gone on at length about how Gensokyo is this wonderful place filled with magical and fantastical things, and I'm sure you're just brimming with an idea of how bright, happy, and otherwise delightful Gensokyo actually is. The thing is, it's not all that bright, happy, and delightful. Many of residents of this secluded land might actually want to eat you, or harvest your soul, or use you for an experiment, or otherwise punish you for transgressions yet to be declared. But we're not dealing with them quite yet, we're dealing with how the land itself, how this bright, happy, delightful Gensokyo can kill you without troubling any hungry Youkai or vengeful spirits.

Falling

This might sound kind of funny considering how many people in Gensokyo can fly, but for those who can't falling is still a very real concern! A fall greater than 5m consumes a Life. Any falls shorter than this, and it is by the virtue of luck, convenience, and simplicity that your character only comes away with maybe some cuts and scratches. That's just the way it is. No broken bones or anything, and she can count her lucky stars later while she slams back some beer to feel better.

Traps

Traps aren't commonly encountered, and aren't the usually insidious dungeon devices with pits and spikes and the like that you might suspect. Traps are most likely to be other goofy things like drop-down cages or other things designed to imprison people rather than actually kill them. After all, no one really hates anyone else so much that they want them dead, but trapping people is an excellent way to force them to listen to certain demands or broker deals.

Combat

Violence is the supreme authority, from which all other authority is derived. If drinking doesn't make things better, violence almost certainly will (at least for one of the involved parties). Although at its heart, combat is still a roll versus, there are a few additional factors which separate it from a normal contest.

About Attacks

Everyone's normal attacks are in some way ranged. They may be ranged in a more mundane fashion, such as shooting arrows, magical bolts erupting from a wand, or even throwing knives, to more uncommon things, such as a spear thrusts being effective at range thanks to a wave of force the thrust created. Sword swings might result in swirling boomerang-shaped projectiles. The simple fact of the matter is that even if someone has what would normally be considered a melee weapon, they are still capable of ranged attacks.

In fact, the weapon might only even be for show, still sheathed or whatever, while the character chooses to achieve her ranged attacks via other means.

Moreover, this doesn't prevent a character from actually hitting someone or something with her weapon. About the only time there could be a restriction on this would be in the case of a ground-based character scrapping with a flying target.

Positioning and Movement

Unless there is a significant difference in movement capabilities between the combatants, positioning and movement doesn't really play a role. Since the battle range for everyone is the same, in order to launch an attack on someone you must place yourself in a position to be attacked yourself. All greater movement speeds, or flight capability vs. someone who cannot fly, grants someone is the ability to break off and flee from the fight.

Initiative and Surprise

Most of the time, opposing forces will be on even ground in terms of initiative, a handful of protagonists marching down a narrow forest path cutting down foes that leap out of the trees, with both sides equally prepared for battle. In this situation, every participant rolls a Set of dice and adds their Reaction bonus. Those with the highest total go first. In the event of a tie, the individual with the most Fandom Points currently amassed goes first. If that is also a tie, then re-roll again until the tie is broken.

However, there may be occasional situations where characters might be taken by surprise, or when the characters lay out a carefully planned trap. Surprised individuals have the result of their initiative roll plus their Reaction bonus halved and treated as their result for the first turn. After the first turn, they roll their initiative as per normal.

Stance

There are two “modes” your character can be in when she is embroiled in combat. She will be in either one stance or the other when in combat. Characters always start in Assault stance at the beginning of combat. She may change her stance at the beginning of her action with no penalties, although she is then forced to maintain that stance until her turn rolls around again.

Assault

This is the default stance for everyone involved in combat. There are no bonuses or penalties for a character in Assault stance, but depending upon her striking capabilities, she may be able to attack upwards of five times per round. In the case of multiple striking opportunities, these attacks may be directed at multiple targets or concentrated on a single foe.

Focused

This is a specialized state where your character is paying extra careful attention to her own well being at the expense of her offensive capabilities. When in a Focused state, a character may only rely upon her attack roll (dispensing with any bonuses to strike, except those awarded for impressive attack descriptions.) and may only make a single attack against a single target in a round; even if she has purchased additional striking opportunities. Of course, all you’ve heard about so far are the bad things that being Focused gets you, but your character may actually choose one of the two positive options she has available. She may choose which benefit she wants while in a Focused state whenever she comes under attack. Her desired type of Focus (Play it Safe, or Flirt with Death) must be chosen before the attacker makes any roll.

a) Play it Safe: Gain a +2 bonus to the defender’s Evasion roll.

b) Flirt with Death: Gain a +1 bonus to the defender’s Hitbox Rating. Points gained from Grazes are doubled.

Attacking

Attacking is a simple thing to do, although it may require a little more than just rolling dice and comparing numbers. Players aren’t obligated to, but are encouraged to describe their character’s attack in a bombastic and cinematic fashion. This is the style in Gensokyo, and making an attack appear beautiful and interesting entitles a character to an additional +1 attack bonus. (as determined by the GM) This rewards and reflects an attempt to make things just a little more interesting and exciting for everyone involved, as “With a flick of her wrist, Hitomi reveals a hand full of glistening silvery knives, and in a swift, smooth motion she sets them flying at the menacing ghosts!”, which I realize isn’t exactly a beautiful attack, is still more interesting than “I attack the ghosts.”

A single attack consists of rolling a Set of dice and adding your character's Striking bonus, plus any other applicable bonuses she may have. The target, the defender, then rolls their Set and adds her Evasion bonus plus any other applicable bonuses. If the attacker's total is equal to, or higher, the defender is Struck. If the defender's total is higher, she avoids being hit.

Characters may have earned additional attacks by spending Fandom Points. Extra attacks do not need to be described, as they are considered to have been (and probably were) included in any attack description that had happened before the first roll to strike. Bonuses awarded for epic attack descriptions apply to all rolls to strike that a character is capable of making in a round, and not just the first roll.

Defending

As mentioned above, when defending an individual rolls a Set and adds her Evasion bonus as well as any other applicable bonuses in opposition to the attacker's roll to strike. However, just as there may be a bonus for describing a fantastic attack, so too is there similar potential for a +1 Evasion bonus for heroically described defenses. This bonus, should it be earned, will also be applied to all the rolls to evade a character is required to make until the end of the round.

Being Struck

An inevitable side-effect of being in a fight is getting hit. Defenders that have been Struck have a decision to make. They may do one of two things: They may immediately use a Spell Card, or they may trust themselves to their Hitbox Rating. The details of invoking a Spell Card is discussed below.

Choosing to rely upon your Hitbox Rating requires the attacker to make another roll. The attacker rolls a Set. There are no bonuses applied to this roll. It is then compared against the defender's Hitbox Rating. If the roll is higher, then the defender is successfully hit and loses a life (along with all the other consequences

Misty Lake Showdown

Izanami has been dispatched by Lord Tenma to deliver a missive to Reimu at the Hakurei Shrine. As she descends Youkai Mountain, she strays a little close to the Misty Lake where she is set upon by a group of three Wind Fairies!

Neither Izanami nor the fairies were surprised, so it's just a matter of determining initiative to start. Izanami has rolled a +6 and a -5, so her set returns an overall value of +1 which is added to her Reaction statistic of 6, giving her a total of 7. I've decided to go with group initiative for the fairies to save time, so all three will use the same roll. For them I've rolled a +3 and a -4. Their default Reaction is 5, so -1 makes for 4 in total. Izanami strikes first.

Her sword, the Burning Spirit, is unsheathed and employed in a flash! Despite being outnumbered she bravely advances upon her stupid foes, and with each slash of her sword she spawns a wave of flame directed at the nearest fairy.

Izanami's attack roll is (+4, -5) -1 and her Striking statistic is 6, so her total is 5. The target Fairy attempts to evade, rolling a (+1, -1) 0 and her Evasion statistic is 3. So since Izanami's total is higher, Izanami has successfully hit the first Fairy!

Now, had Izanami not been using a sword which grants her attacks a Fire Elemental property, she would then have to roll to see if she struck the Fairy's hitbox. The Fairy's Hitbox Rating is -2, so Izanami would make another roll to determine if the attack consumed a life or not. Izanami would have rolled a (+4, -6) which is a total of -2 also! Since this isn't higher than the Fairy's hitbox rating, the Fairy would have avoided a fiery demise.

However, this is not the case! Izanami's sword's elemental property is an important factor! This is a Fire vs. Wind situation, and since Izanami's attack possesses the prevailing element, she doesn't need to make a roll vs. the fairy's hitbox rating, the fairy is consumed in flames and loses it's only life. (+25000 points to Izanami)

The other two fairies attack viciously to avenge their fallen companion! The first rolls (+1, -1) 0 and has a Striking statistic of 1, so Izanami, who

of losing a life). Losing a life invokes Supernatural Border. If the roll is less than or equal to the defender's Hitbox Rating, then the attack causes a Graze. It does not take a life, and in fact rewards the defender.

Grazes

A graze happens when a character is successfully struck in combat, but when the attack fails to pierce a character's hitbox. For every point of difference between the defender's Hitbox Rating and the attacker's failed roll, the defender gains 10,000 points. If the character is in a Focused State, and Flirting with Death, then any points she gains from Grazes are doubled.

Each successful Graze makes subsequent attempts in the same round (such as multiple attacks being directed at the same character from the attacking source) more difficult. After a successful Graze, there is a temporary -1 penalty to a defender's Hitbox Rating that lasts until the end of the round. This penalty is cumulative, so should a character successfully experience Grazes for two attacks already, she will experience a -2 penalty to her Hitbox Rating if she comes under fire from the same person for a third time.

Supernatural Border

The Supernatural Border is a form of temporary invulnerability. When a character loses a life, the Supernatural Border is invoked, rendering her automatically immune to other attacks until the end of the round.

Supernatural Border is also a common effect invoked by unleashing Spell Cards.

Using Spell Cards

Spell Cards contain within themselves powerful magical effects which can turn the tide of any battle, or secure an overwhelming victory. The exact effect

Misty Lake Showdown (Cont'd)

has an Evasion statistic of 3 doesn't even need to roll to dodge the fairy's clumsy attack! The second fairy has rolled (+4, -1) 3, so +1 for a total of 4. Izanami comes back with a (+6, -2) 4 for her Evasion roll alone, plus her statistic makes for 7 in total. Dodging no problem for the Tengu messenger.

It's Izanami's turn again, she adopts a Focused stance and attacks, offing another of the Fairies (+5, -2) +6 vs. (+5, -2)+3 with her sword, so again Fire prevails over Wind. (+25000 points to Izanami) But when it's time for the last Fairy to attack, because Izanami is in a Focused state she declares that she is Flirting With Death (which doesn't affect anything yet.) The Fairy proceeds with her attack rolling a fantastic (+6, -1) 5 and Izanami falters, rolling (+3, -1) 2.

Izanami's uncharacteristic recklessness has bit her in the ass. If she had chosen Play it Safe instead of Flirt with Death, she would have avoided the attack, but instead Izanami has been struck. Now she is forced to make a decision: a) Flirt with Death does provide a Hitbox Rating bonus, so does she rely upon her Hitbox Rating, or does she b) set off a Spell Card to invoke Supernatural Barrier and be impervious to the Fairy's attack. (The resulting Spell Card volleys would almost certainly obliterate the last Fairy. In fact, it would be overkill.) Izanami continues with her uncharacteristic recklessness, choosing to rely on her Hitbox Rating. The Fairy rolls (+4, -5) a -1, and Izanami's default Hitbox Rating is 0, which has actually been further improved to 1 because of Flirt with Death! Izanami's gamble has paid off, the attack is a graze! The points from successfully grazing are doubled (+20000 points to Izanami).

It's Izanami's action again, and she quickly dispatches her last opponent. (+5, -1) 4 vs. (+3, -6) -3. Or has she?

of a card can vary, as they are often customized to a particular character. Regardless of the circumstances, invoking a Spell Card consumes a character's Bomb. If the character has no Bombs, then she is unable to use a Spell Card.

If a Spell Card is used during that same character's turn in combat (which then counts as her action that round), or in response to being Struck, using a Spell Card just consumes a Bomb. However, a Spell Card can be used at any time, even when it isn't that character's turn to act, but doing so will consume both a Bomb and a Life. A Spell Card invoked in this fashion does not count as an actual death with respect to resetting a character's Bomb counter.

The effect of a Spell Card is immediate, and the effect of the most recently played Spell Card is resolved first. (So if a Spell Card is played in response to another Spell Card, the last-played Spell Card is resolved first.)

A played Spell Card wipes out all attacks and attack volleys that are either in play or as of yet unresolved for this current round. (So a Spell Card played in response to another Spell Card will negate all of the first Spell Card's attack volleys for that round.) However, this does not prevent non-attack effects such as a Speed Burst, spawning Options, etc. from going off.

Because many Spell Cards have multiple-round durations, the effects of the Spell Card will carry over into the rounds of other characters and non-player characters. At the start of these rounds, the Spell Card's effects are always resolved first. In the event that the effects of multiple Spell Cards need to be resolved at the start of a round (and no one has as of yet cast another Spell Card), the Spell Card which was originally cast first is resolved first.

If a particularly lengthy Spell Card manages to still be going off when the turn cycle comes back to the person who invoked it, that same spell card counts as their action for this turn also (unless she wants to interrupt the current Spell Card effect by invoking a new Spell Card for some strange reason.)

It is not possible for a person to have more than one Spell Card effect ongoing at one time, if they unleashed a Spell Card the round previous, and then in the current round chooses to use another one to avoid

The Strongest Attack!

From a distance, Cirno watched Izanami obliterate three of her peers. (At least peers in that they were also Fairies and they did what they were told. Their might was clearly not on the same level of Cirno's, obviously, as they had all managed to fall to that stupid new Tengu girl. It would be up to Cirno to show this newcomer her place in the great order of things.

With little fanfare, Cirno attacks Izanami. There's no surprise, so we skip to Initiative: Izanami gets (+5, -4) $1+6=7$, and Cirno gets (+5, -1) $4+2=6$. So Izanami still gets to react first, though just barely!

Izanami realizes this is no run-of-the-mill Fairy, and slips back into Focused stance. Continuing, Izanami's opening attack connects (+6, -1) $5+6=11$ vs Cirno's attempt to evade (+6, -3) $3+6=9$. Cirno is struck, but now the prevailing element is in Cirno's favor (Water/Ice is strong vs. Fire). Cirno, knowing the other girl uses fire feels very confident she'll hold up just fine (This is Cirno though, who would probably feel confident regardless of the circumstances), and chooses not to invoke a Spell Card. Izanami makes her two unmodified rolls vs Cirno's Hitbox Rating. (+5, -1) & (+6, -1) vs. 3. In an amazing stroke of luck, Izanami succeeds! Cirno loses a life!

Cirno, now angry at stupid Izanami for hitting her, decides to pull out all the stops. She invokes 「Ice Sign」 Icicle Machine Gun. Izanami might be in trouble. Cirno is protected by Supernatural Barrier this round (even though it is "her round") after having brought out the big guns. Izanami will avoid using her Spell Cards if she can, and since she is in a Focused state she decides she will Play it Safe, since that's her best option. (If Izanami uses a Spell Card, it's attack volleys would be wasted because Cirno is already protected by Supernatural Border.) Cirno's Icicle Machine Gun has three attack volleys in the first round, all of which work just like normal attacks. The results vs. Izanami's evasion come back as back as 3 vs. 4, 4 vs. 5, & 5 vs. 3. Izanami's gambit almost succeeds, but she is clipped by the last of Cirno's volleys. Having been lucky this far, rather than invoking

getting struck, the older Spell Card's remaining effects are completely dismissed, and only the newer Spell Card is used from here on out.

Elements

Many standard attacks like those that come from Magic Spells possess an elemental affinity. Likewise, a number of Gensokyo residents are imbued with an inherent elemental nature that affords them some level of protection against that selfsame element. Occasionally these individuals that employ an element either in an offensive or defensive manner will encounter those who make use of either the exact same element, or cases where one of the two possesses a prevailing element.

There is a simple cycle which defines how the elements prevail over one another: Water douses Fire, Fire consumes Wind, Wind erodes Earth, Earth entombs Spirit, Spirit conquers Nature, and Nature electrifies Water.

Prevailing Attack

When the attacker possesses a prevailing element and successfully strikes her opponent, no roll versus the opponent's Hitbox Rating is required. The opponent may then choose to immediately invoke a Spell Card, or suffer the loss of a life.

Prevailing Defense

When the defender is the one who possesses a prevailing element, if she is struck then the attacker must make two successful rolls versus the defender's Hitbox Rating. When struck, the defender must choose to either use a Spell Card, or allow the attacker to make both rolls. It is not possible to allow the first roll vs. Hitbox Rating, then based on its outcome, decide to either go with the second roll or invoke a Spell Card.

The Strongest Attack! (Cont'd)

her Spell Card she leaves it up to her Hitbox Rating. Amazingly, she pulls it off! Cirno rolls a -2 vs. Izanami's Hitbox Rating of 0. Things might be looking up for Izanami, but she isn't out of the woods quite yet!

It's Izanami's action again, but Cirno's Icicle Machine Gun is still going off, and Spell Card effects are resolved first. Still in Focused, Izanami once again attempts to Play it Safe. Icicle Machine Gun's results vs. Izanami's evasion are as follows: 6 vs. 3, 4 vs 5 2 vs. -1. It appears Izanami's luck has run out. Faced with two rolls against her Hitbox Rating, Izanami is forced to play a Spell Card earlier than she had hoped. It invokes Supernatural Border so she is invulnerable until the end of her round. In the case of Cirno, Icicle Machine Gun provided two rounds of invulnerability instead of just one, so unfortunately none of Izanami's Spell Card's attacks will be effective.

We enter into round 4, Cirno's action. Her Spell Card is still going off, another three attack volleys. Izanami's Spell Card is also going off, but since Cirno's was invoke first, it's effects are resolved first. (Unless Izanami wanted to invoke another Spell Card again, but that would also interrupt the effect of her first Spell Card, too.) The result of the third and final round of Icicle Machine Gun's volleys (Izanami is again Playing it Safe) are as follows: 3 vs. 4, 6 vs. 4, 6 vs. 9. Izanami is struck again, but only the once so she decides to take her chances again, and it once again pays off! -4 vs. 0.

Even though it is Cirno's turn, Izanami's Spell Card, 「Loyalty Sign」 Petalchaser, is also still going off. Since Cirno's Supernatural Border elapsed last turn she's no longer invulnerable, either. Petalchaser only has two volleys to it, but Izanami will take what she can get. The results vs. Cirno's Evasion are as follows: 11 vs. 8 & 9 vs. 8. Now, unlike her regular attack, Petalchaser isn't Fire Elemental, so Cirno takes no chances and immediately invokes another Spell Card! This time it'll be her strongest attack!

In spite of this, Izanami managed to seize the upper-hand early. If she can keep it up, she should come out okay. Keep doing your best, Izanami!

Shared Element

When the element of an attack volley matches that of the elemental nature possessed by the defender, the defender is outright immune to the attack.

Elemental Nature vs. Elemental Weakness

The difference between these two is simple; an elemental nature like that possessed by a Fairy has the added benefit of conferring a resistance to that exact same element, whereas an individual with an elemental weakness is subject to no such upside. An elemental nature and elemental weakness may both be overcome by a prevailing element but are handled slightly differently. An individual with a Fire Elemental nature is actually resistant to Fire Elemental attacks and weak versus Water Elemental attacks, but someone with a Fire Elemental Weakness is actually weak versus Fire Elemental attacks.

Losing A Life

Another side effect of fighting is that it tends to consume lives. The upside is that under normal circumstances everyone has at least a few lives to work with.

When a character loses a life, as long as she has at least one life remaining, she may continue without missing a beat. Her initiative and other behavior are unaffected. Her bomb counter is reset to 3 even if she had more than 3 prior to her death. If a character has no lives remaining, then she might be in trouble. Unless she is able to Continue, then it might be Game Over and she's probably due up for a Bad Ending.

Continue?

When a character has exhausted her supply of lives, its game over unless she is continues. Continuing isn't exactly difficult, costing only 3 Fandom Points to do. However, if your character has no Fandom Points banked, this is where things become a little dicey.

In the case a character lacks the Fandom Points to pay for a Continue, she may take on Endearments to raise the Fandom Points required. Fandom Points purchased in this situation provide the same number of Fandom Points they would normally provide during character creation.

If a character already has 10 Fandom Points worth of Endearments already, then she may not take on additional ones. This could mean a Bad Ending is in store for the character, although particularly benevolent GMs might see it in their hearts to let a character take on some Very Bad Things to raise the necessary Fandom Points.

If a character already has 10 Fandom Points worth of Very Bad Things, then a Game Over is unavoidable.

Continuing resets a player's Points to 0, but she starts anew with another 2 Lives. If she is entitled to more lives because of her Might statistic, she gets those, too. Penalties for not having a hat, or because of certain Very Bad Things, are also applied.

Game Over?

All good things come to an end sometime, although the exact how of it might not be set in stone right up until the very last moment. There are two types of endings to be had.

Bad Ending

A Bad Ending happens when a character has lost all of her lives and has run out of the ability to Continue. A Bad Ending marks the end of a character's adventuring career in Gensokyo. A character experiencing a Bad Ending might not actually die,

but at the very least she will have retired in shame and defeat. A Bad Ending need not be necessarily detailed, but some degree of humiliation or embarrassment on the part of the character (but not the player) is suggested.

Good Ending

The problem with the Good Ending is that it's not really an ending. After all, your character has survived, and probably did an awesome job of it. This leaves her available to participate in future Incidents. At best, a Good Ending is a short-term thing, happening at the conclusion of an Incident. There are no real guidelines as to the specifics of a Good Ending, but it should probably include free liquor and food and fun.

CHAPTER V -
GENSOKYO



The Land of Illusion

Located somewhere within the mountainous central highlands of the main Japanese island of Honshu, Gensokyo is a region some several thousand hectares in size. The exact borders of Gensokyo are not defined, although the territory does seem to be hedged in by mountains to a certain extent. The dangers of certain Youkai aside, most major points of interest in Gensokyo can easily be reached from any other point during the course of a single day.

Gensokyo features a hemiboreal climate, and is one of the few places in the world to experience the four distinct and iconic seasons. A significant portion of Gensokyo is heavily forested, sporting a wide variety of trees both coniferous and deciduous.

The Hakurei Barrier

In 1884 the Hakurei Barrier was erected, sealing Gensokyo away from the rest of the world. The exact nature of this seal is not entirely explained, but the Hakurei Shrine, which is said to be closest to the outside world, is also said to exist in both places at once, which suggests that although Gensokyo has its roots in the outside world, since the barrier was created it might now be something akin to a small pocket of parallel universe.

The Hakurei Barrier functions in both land and sky, and passing through the border regions of Gensokyo is more apt to land you in one of a number of other strange and fantastical locations than it is to bring you to the outside world. Even exactly how the Hakurei Barrier functions to keep individuals on their respective sides is not entirely understood. The nature of the repulsion does tend to be rather subtle, with an individual gradually becoming turned around until they are then traveling opposite the direction they started in, or with a thought entering an individual's mind suggesting that they abandon their current course of action for some benign reason, or possibly some better idea.

Hey! You Forgot...!

I didn't forget! Trust me, I didn't forget. But if you're familiar with the Touhou series, then you should know that there's a ton of ground that needs to be covered, and it's just that for the time being, I had to make some decisions about what I would supply for source content if I wanted to release this RPG in any sort of timely fashion. For the time being, I tried to just focus on pre-UFO Gensokyo proper stuff. I want nothing more than to include absolutely everything, and hopefully in the near future I can work towards getting caught up and then being able to address the newest content as it is released!

Please accept my apologies for not being able to cover everything Touhou in one swoop.

Lastly, just because I haven't yet offered something you're interested in, that doesn't stop you from making it up as you require for now!

It is not impossible to pass through the Hakurei Barrier, but it is extremely difficult and the exact how of it is not widely known. Rarely individuals from the outside world accidentally stumble through, but it's actually quite common to find various inanimate objects from the outside world in and around the Hakurei Shrine.

Seasons and Weather

Throughout the span of a year, Gensokyo's temperature can vary upwards of 40°. New Year's Day in Gensokyo is observed on April 1st. Although in the outside world Japan has since made slight changes to its calendar, on the Gensokyo side of the Hakurei Barrier still uses archaic names for each month.

With Gensokyo being relatively small, there are no significant variations in temperature or precipitation for different locations contained within.

Spring

Gensokyo Month:	Outside Equivalent:	Typical Low:	Typical High:	Monthly Precipitation:
More Clothes Month	February	-6°C	5°C	51mm
Sprouting Month	March	-3°C	9°C	80mm
Deutzia Month	April	4°C	16°C	108mm

By the time spring is starting there's still plenty of snow on the ground, which will continue to persist well into March. In the higher regions like the Youkai Mountain the snow will remain on the ground another few weeks after it has disappeared from the lowlands.

Perhaps the most notable event to take place during springtime in Gensokyo is the blossoming of cherry trees.

Summer

Gensokyo Month:	Outside Equivalent:	Typical Low:	Typical High:	Monthly Precipitation:
Planting Month	May	9°C	20°C	108mm
Month of Water	June	14°C	23°C	200mm
Book Month	July	18°C	27°C	212mm

It should come as no surprise that summer is a very popular season, as it's the season that best accommodates late night drinking under the stars. Early summer is often a busy time as farmers rush to get their crops into the ground.

Autumn

Gensokyo Month:	Outside Equivalent:	Typical Low:	Typical High:	Monthly Precipitation:
Leaf Month	August	19°C	29°C	135mm
Long-lasting Month	September	15°C	24°C	179mm
Godless Month	October	8°C	18°C	100mm

It seems entirely too soon that the summer gives way to autumn. The fall is a supremely relaxing time in spite of being full of lots of things that need doing. Mid-autumn is the time of harvest, and as time marches on further preparations for the winter are made.

With harvest time usually comes spectacular harvest parties.

Winter

Gensokyo Month:	Outside Equivalent:	Typical Low:	Typical High:	Monthly Precipitation:
Frost Month	November	2°C	12°C	59mm
Priest-running Month	December	-4°C	7°C	38mm
Affection Month	January	-7°C	4°C	38mm

Sometime in late November or early December, it snows in Gensokyo. It's common for the first few snows of the year to completely melt, but usually by the end of December it's reliably below 0° and enough snow has fallen that it will persist until mid-spring.



Notable Places

There are a number of locations in Gensokyo where people tend to congregate and events seem to unfold. Although a great many Incidents will be resolved in places other than these, it's not uncommon for Incidents to begin at them.

Bamboo Forest of the Lost

Located roughly to the south of the Human Village, the Bamboo Forest of the Lost is situated in one of the lowest parts of Gensokyo. The terrain in the forest is exceptionally flat, and the dense bamboo enjoys growing at erratic angles that tend to mess with one's eyes after a while. Due to a lack of landmarks, and the fact that the bamboo grows so rapidly it's very, very easy to lose one's way just minutes after setting foot in the forest. The forest is a popular choice for Youkai to take up residence, which in turn means it's not the safest place in the world for humans.

Although there's a lack of landmarks, the Bamboo Forest manages to contain a surprising number of secrets. Of course, accidentally stumbling upon these things is easy; it's finding them again that's next to impossible. Apparently, hidden within the forest's depths is a stand of bamboo that shimmers, a curious birdhouse, and a flower garden whose flowers are said to only bloom only once every sixty years. In the very deepest part of the Bamboo Forest, rests a traditional Japanese manor called Eientei.

On the edge of the forest closest to the Human Village, Mokou Fujiwara lives and maintains a yakitori stand. Mokou is known to come to the aid of travelers in need and has occasionally served as a forest guide that will even take people to Eientei. Tewi and Reisen may sometimes be seen in the forest, patrolling or engaged in errands on behalf of the other residents of Eientei.

Common Encounters: Rabbit Youkai, Moon Rabbits, Fairies

Encounterable Personalities: Mokou Fujiwara, Tewi Inaba, Reisen Udongein Inaba

Eientei

Eientei is a timeless manor constructed in an older traditional Japanese style that rests in the deepest part of the Bamboo Forest of the Lost. The name Eientei means "House of Eternity" and the manor always appears to be well cared for, with no apparent signs of aging or weathering. Its halls are labyrinthine, and although it appears to be quite plain from the outside, whilst inside looking out it seems as though many of the halls extend out into the sky.

Eientei is home to the exiled Kaguya Houraisan as well as her devotee Eirin Yagokoro, the moon refugee Reisen Udongein Inaba, earthborn rabbit-leader Tewi Inaba, and a fair number of other Rabbit Youkai. Eirin operates a small pharmacy out of Eientei, though due to the danger and difficulty involved in reaching the manor, customers seem rather scarce.

Each month on the night of a full moon, Eientei is host to a Moon Festival. The earthborn rabbits spend much of their time preparing a special medicinal herb laced mochi, a sort of rice cake which is popularly consumed on festival night.

Common Encounters: Rabbit Youkai, Moon Rabbits

Encounterable Personalities: Kaguya Houraisan, Eirin Yagokoro, Tewi Inaba, Reisen Udongein Inaba

Forest of Magic

Bordering the western fields of the Human Village, the Forest of Magic is a place where few, Human and Youkai, care to venture. Throughout most of the forest sunlight is unable to pierce the thick canopy of trees. The ground tends to be damp, and spongy, tending to retain a great deal of moisture. This natural ground moisture, further coupled with the prevailing winds typically blowing fog off of the surface of Misty Lake directly into the Forest of Magic, has given rise to the idea that the Forest of Magic is the most humid place in Gensokyo.

The forest's humid environment has enabled a large variety of rather prolific mushroom species

to become abundant. So abundant, in fact, that their spores make the forest air practically unbreathable, which is why the forest is so universally avoided. Some mushrooms are edible, others are poisonous, and a great number of others still are capable of causing hallucinations. These mushrooms, particularly the hallucinogenic ones, are often objects of scrutiny by magicians, and it is commonly thought that greater magical powers might be somehow distilled and obtained from them. The few edible varieties are occasionally sought out by some of the more daring residents of the nearby Human Village.

Kourindou, the emporium of outside world oddities and home to Rinnosuke Morichika, rests on the edge of this forest and faces the Human Village. Deeper within the forest, two other Gensokyo notables make their home. Marisa Kirisame and Alice Margatroid each maintain residences deeper in the forest, but in relatively close proximity to one another. Marisa maintains she runs a home-based magic shop, and she does indeed possess a great deal of arcane weirdness, but all of it is neglected and disorganized. Coupled with the fact that so few people venture into the forest to start, it makes one wonder if she really runs a business at all.

Common Encounters: Magicians, Fairies

Encounterable Personalities: Marisa Kirisame, Alice Margatroid

Muenzuka

On the far side of the Forest of Magic lies Muenzuka, a clearing where the spirits of the forgotten dead slowly gather over the course of a year. A curious strain of cherry tree grows here, featuring purple blossoms. It is when these blossoms fall to the ground, purifying the earth, that the collected spirits are able to move on.

One might think Muenzuka a captivating, beautiful, tranquil place, but this is not the case. There is an unsettling sense of sadness that washes over the living that visit here, so those that do find the place do not tarry long. During the end of spring however,

when the cherry blossoms are falling, an individual may become captivated as the falling blossoms seem to invoke vague and distant memories.

Common Encounters: Ghosts

Encounterable Personalities: None

Hakurei Shrine

At the easternmost edge of Gensokyo, situated atop gently rolling foothills that give it a commanding view over most of the rest of Gensokyo, rests the Hakurei Shrine. This shrine, which has a propensity for getting destroyed and rebuilt, was erected at the same time as the Hakurei Barrier, and serves as a sort of gateway between Gensokyo and the outside world. In fact, people maintain that the Hakurei Shrine actually exists in both Gensokyo and the outside world, occupying the same space at the same time. Trinkets from the outside world have a weird tendency to appear in and around the shrine. A number of denizens tend to go on routine treasure hunts in the shrine's vicinity looking for these strange items which usually wind up in the hands of Kourindou proprietor Rinnosuke Morichika.

If there is a reliable means of traversing the gap between Gensokyo and the outside world, it is not known. Any individuals accidentally crossing over from the outside world, provided they weren't eaten by Youkai, would likely be taken to the Human Village.

The shrine is in a somewhat out-of-the-way location, and although the path between it and the Human Village is in relatively good condition, very few Human Village residents tend to visit believing the shrine to be a hotbed of Youkai activity. This is actually true to a certain extent, as its grounds are frequented by the likes of Suika Ibuki and pretty much everyone else the shrine's Shinto priestess, Reimu Hakurei, has had dealings with in the past. In the surrounding woods, there are three mischievous fairies that make their home nearby and have been known to raid the shrine in search of liquor from time to time. In spite of the high chances of encountering a Youkai at the shrine, no one actually

has anything to fear because the shrine is afforded the same sort of protection as the Human Village.

Behind the shrine there is a garden of cherry trees whose blossoms are renowned throughout Gensokyo and make for popular viewing during springtime. Somewhere to the north of the shrine, but in relatively close proximity nonetheless, there is a secluded cave entrance whose passageway leads underneath the mountains and out to the neighboring land of Makai. Similarly, somewhere to the south is said to be where Mayohiga exists, which is a curious house rumored to be the home of one of Gensokyo's most powerful Youkai, Yukari Yakumo. Yukari has neither confirmed nor denied the rumor, and it's moot anyhow, as the house of Mayohiga resides so close to the border that approaching it invokes the border's repelling effect before anyone can reach it anyhow.

Common Encounters: None

Encounterable Personalities: Reimu Hakurei, Marisa Kirisame, Suika Ibuki, Sunny Milk, Luna Child, Star Sapphire, and pretty much anyone else!

Human Village

Centrally located, the Human Village is the focal point for all human activity in Gensokyo. As its name might suggest, it is home to the vast majority of Gensokyo's human denizens, although it does seem to serve a similar function for a few Youkai who don't create any problems. Due to a heavy dependence upon human commodities, the village is neutral ground in the ongoing feud between human and Youkai, and breaching the peace may have the direst of consequences. Moreover, the town's chief protector, Keine Kamishirasawa is capable of erasing all knowledge of the village from memory, thus hiding it away from any such harm. It's not just her alone; however, as there are a great deal of other extremely powerful individuals who extend protection to the village. It's been said that the Human Village is the safest place in all of Gensokyo for humans, but it's probably pretty safe for Youkai (as long as they behave) as well.

It is possible to obtain any necessities you require here, alongside a great many luxury items as well. Most of these shops also stay open late to accommodate some of the more nocturnal Youkai, especially eateries and the like where impromptu (but still well-behaved) parties sometimes occur. The aforementioned Keine maintains a school for the village's children. In the center of the village rests a great dragon statue, created by the Kappa. Installed within this sculpture is a fantastic weather prediction advice. The land surrounding the village has been cleared, making room for large swaths of fields that have pushed back the encroaching forest on all sides. Some distance away, between the Human Village and Youkai Mountain, there is a bowl-shaped valley filled with sunflowers which has been dubbed "The Valley of the Sun" by residents.

The 9th Child of Miare, Akyu Hieda, a noteworthy chronicler of Gensokyo's history also makes her home here. Marisa Kirisame grew up in the village, and although she no longer makes her home there, her family still does, maintaining the Kirisame-ya Second-hand Shop. The village is often visited by Sakuya Izayoi, who shops for various goods, and Reisen Udongein Inaba, who often peddles some of Eientei's medicinal wares.

Recently one of the village fields was acquired by the crew of a fabulous flying vessel known as the Palanquin Ship (or Treasure Ship, if Reimu or Marisa were to be believed) where it briefly served as a granary before being later converted to a Buddhist temple by the ship's owner, Byakuren Hijiri. She and her crew have become a little more commonplace around the village, but we'll discuss them some other time soon.

Common Encounters: Humans

Encounterable Personalities: Keine Kamishirasawa, Akyu Hieda, Sakuya Izayoi, Reisen Udongein Inaba, pretty much any other people who need or have an interest in human commodities.

Youkai Mountain

The peak of Youkai Mountain is highest point in all of Gensokyo. The mountain and its immediate vicinity play host to a number of notable locations and individuals on this side of the Hakurei Barrier.

Geyser-fed springs located near the top of the mountain feed into a small lake situated near the Moriya Shrine, and from there cascade down a series of waterfalls and most eventually drain into the larger Misty Lake situated at the mountain's base.

The base of the mountain is covered in dense foliage that is sometimes referred to as the Great Youkai Forest. Hidden halfway up the mountain, amongst all these trees is a small pond often referred to as the Giant Toad's Pond; where there is a small shrine a few Tengu visit (though not as much anymore with the Moriya Shrine around). The waters from this pond, separate from the rest of the water flowing down from the mountain, is prized for its use in various Shinto rituals.

Most Kappa make their homes at the base of the mountain, typically situated in close proximity to the water where they spend most of their time. Kappas are the leaders in terms of Gensokyo's domestic industry, producing a wide variety of remarkably complex tools for other residents. Most of these items are sold to the Tengu, who reside in a great stronghold situated higher up on the mountain, although a few Kappa devices do tend to make their way to the Human Village. There is no significant Kappa population center, though rumors suggest that they do maintain comfortable, almost modern homes and workshops.

White Wolf Tengu scouts remain vigilant against incursions into territory they consider to be under the protection of the Tengu. The perimeter they maintain is not strictly defined, and only seems to encompass certain portions of the mountain's lower reaches as places that Kappa frequent tend to be protected, whereas the Misty Lake and Poltergeist Mansion vicinities does not.

Common Encounters: Kappa, White Wolf Tengu

Encounterable Personalities: Hina, Kagiya, Momiji Inubashiri, Nitori Kawashiro

Misty Lake and the Scarlet Devil Mansion

Resting at the base of Youkai Mountain is Gensokyo's largest body of water, the aptly named Misty Lake. The mist that forms on this lake is quite curious, as the mist starts to build up in late morning, practically becoming impossible to see through around noon, before slowly clearing off and dissipating over the course of the rest of the day. As mentioned earlier, although the lake is the largest in Gensokyo, by any other standard Misty Lake is not terribly large, as it only takes about an hour to complete a circuit along its shores. It may, however, be very deep, as it is rumored to be the home of some very large and elusive fish.

With the residents of Scarlet Devil Mansion typically sequestered away on its island in the middle of the lake, and with the area seemingly outside of Tengu territory, the odds of encountering a dangerous Youkai is low enough that many fishermen and other humans will venture there. A great number of Fairies seem to make their home around Misty Lake.

Scarlet Devil Mansion is a large western-styled red brick manor that resides on an island in the center of Misty Lake. This monolithic house was transported to Gensokyo (presumably from somewhere in Europe) via unknown means, and is the home to the Scarlet sisters and their rather large staff. Although neatly walled in, the mansion's grounds are actually quite small. The single entrance to the grounds is guarded by Hong Meiling.

The mansion is owned by Remilia Scarlet, and also serves as home (or possibly prison) to her younger sister, Flandre. They are kept in the style to which they are accustomed by a large staff of Fairy maids, and it is because they are Fairies that such a large staff is needed, as Fairies are not exactly reliable employees. Sakuya Izayoi, the head maid, is apparently a human woman who dutifully shoulders the brunt of the work around the mansion.

Atop the mansion is a clock tower, large enough to be seen from shore. It only chimes the hour at midnight. The pendulum of this great clock runs down into the depths of the mansion, into the Violet Library where Remilia's tutor, the magician Patchouli

Knowledge, spends most of her time. Viole contains a vast number of texts, even including works from the outside world.

Common Encounters: Fairies

Encounterable Personalities: Cirno, Remilia Scarlet, Flandre Scarlet, Sakuya Izayoi, Hong Meiling, Patchouli Knowledge

Moriya Shrine

Situated high up Youkai Mountain is the Moriya Shrine, which rests upon the shores of a small nameless lake that was transported with the shrine when the goddess Kanako Yasaka decided to move to Gensokyo. It is larger, and better maintained than the Hakurei Shrine, but as it is situated deeply within what is considered Tengu territory, it receives virtually no Human visitors. This suits Kanako fine, as it was her plan to only obtain faith from the local Youkai anyhow. The initial arrival of the Moriya Shrine in Gensokyo sparked a bit of a crisis, as the Moriya Shrine denizens attempted to aggressively carve a niche out for themselves and the domestic powers that be did not react overly well to such saber rattling. Turbulence over this matter has long since given way to peace and understanding, however.

Kanako is not the sole deity to reside here, as it is also home to Suwako Moriya (another goddess to whom the Shrine originally belonged) and Suwako's descendant, the shrine maiden Sanae Kochiya. For some reason, the Oni Suika Ibuki seems to like to hang around here almost as much as she likes hanging around Reimu's shrine.

Common Encounters: White Wolf Tengu, Kappa

Encounterable Personalities: Kanako Yasaka, Sanae Kochiya, Suika Ibuki, Suwako Moriya

Poltergeist Mansion

On the far side of Youkai Mountain, where the Border between Life and Death is at its weakest, rests

another strange western mansion transported from the outside world via unknown means. This remote mansion is home to the musical Prismriver Sisters, who ceaselessly work at their musical compositions. Due to the remote nature of the mansion, it gets few visitors, though as one approaches the vicinity of weathered house it becomes apparent due to the cacophony that it often hosts. Constant exposure to this noise can be mentally damaging.

Common Encounters: Poltergeists

Encounterable Personalities: Lunasa, Merlin, and Lyrica Prismriver

Tengu Stronghold

Near the peak of Youkai Mountain rests the Tengu Stronghold, a formidably walled town about which very little is actually known. The Tengu work hard to maintain a large buffer zone between their town and the rest of Gensokyo; it is not possible to “just visit” the stronghold, nor are there any records of any successful attempts to breach its walls. Even the slightest incursions into Tengu territory on the mountain are met with swift, measured, and coordinated responses.

The Tengu Stronghold is ruled over by the enigmatic Lord Tenma, whom no outsider has ever seen. Through Tengu ambition and Kappa ingenuity, the Tengu Stronghold maintains a technological edge over other any other rivals on this side of the Hakurei Barrier, and may even hold technologies and a standard of living more on par with the outside world than one might expect. Although the Tengu that venture outside of the Stronghold are bidden not to speak of the secrets held within, occasionally small things slip out, or rumors are just outright made up which makes it somewhat difficult to separate the facts from the fiction.

The Tengu value information, and a significant portion of their society is dedicated to maintaining awareness of things going on around them and providing that information to their peers. Although inside the city there are a number of news agencies

that vie for readership, only one such paper serves the rest of the people in Gensokyo, the Bunbunmaru Newspaper. All aspects of the Bunbunmaru are headed up by Aya Shameimaru, who is probably Gensokyo's most recognizable and involved Tengu. Although the expression is "any press is good press", in the case of Aya's paper that might be questionable, as the Bunbunmaru is regularly full of outrageous, occasionally false, and usually biased information.

Common Encounters: Crow Tengu, White Wolf Tengu, Kappa

Encounterable Personalities: Aya Shameimaru, Hatate Himekaidou, Momiji Inubashiri

The Netherworld

As you might suspect, the Netherworld is a land occupied by the dead, and strictly speaking it isn't a part of Gensokyo proper. The Netherworld is separated from land of the living by the Sanzu River, whose waters can be found on the far side of Youkai Mountain, where the shores come into brief contact with the very edge of Gensokyo. It is at this location where Komachi Onozuka, a (somewhat lazy) minor goddess of death, ferries souls across to the Netherworld. The waters of the Sanzu cannot be crossed without the aid of Komachi or her boat. The waters of the Sanzu make no sound, and the whole area near the river is constantly blanketed in a thick, shimmering fog that suppresses sound, greatly hinders vision, and seems trapped in an eternally twilight state. Attempting to fly through this fog, an individual will soon find themselves always exiting on the same side of the river that they tried to enter from.

There is a second way to and from the Netherworld, a gateway hidden in the clouds high above Youkai Mountain; but this way is not widely known nor all that easy to reliably find.

Something you might not suspect, is that the Netherworld is not a barren and desolate land. Although it is an unnaturally silent world, devoid of all the sounds of nature, it does feature significant foliage which even appears to be affected by the seasons. It

is a remarkably beautiful, tranquil world and it is not uncommon for souls to reside there for a considerable amount of time rather than immediately venturing across the Sanzu River once more, to Higan in search of judgment.

In the past, the only sure-fire way to enter the Netherworld was to die and be ferried in, but in recent times the barrier separating the Netherworld from Gensokyo has become weaker, making it easier for the living to enter the realm of the dead and vice versa.

Common Encounters: Ghosts, Half-Phantoms

Encounterable Personalities: Komachi Onozuka

Hakugyokurou

Situated on one of the highest points in the Netherworld is this ancient traditional-styled Japanese manor. The house itself, the private estate of Yuyuko Saigyouji, is not overly remarkable by itself, but the massive sprawling gardens located behind the house are renowned throughout the lands of both the living and the dead. These gardens are open to the public, and springtime cherry tree viewing is popular among the denizens of the Netherworld. This vast garden is tended to by a sole individual, the hard-working Youmu Konpaku.

Among the countless cherry trees to be found here, there is also one who stands above the rest, Saigyou Ayakashi, whose powers lay sealed by the soul of Hakugyokurou's mistress. Prior to it's sealing, this particular tree used to invoke a desire for tranquility and rest so great that it would drive people quite insane, usually convincing them to commit suicide at the base of the tree. For the time being, this ancient cherry tree rests in a dormant state.

Common Encounters: Ghosts, Half-Phantoms

Encounterable Personalities: Yuyuko Saigyouji, Youmu Konpaku

Higan and the Netherworld

The Higan is a part of the Netherworld, yet is separated from the Netherworld proper by the Sanzu River. However, unlike the hidden gateway high above Gensokyo that allows for transit between the land of the living and the Netherworld, there is no such hidden gateway to bypass the Sanzu for passage between the Netherworld to the Higan. You must be dead to enter the Higan, and this is why it is featured in a sidebar entry for now.

The Higan is a gently rolling plain, covered in blood red Higan Flowers (a type of cluster amaryllis, if you're curious.). Nothing changes in the Higan, devoid of seasons, days, and sounds, everything cast in a warm, gentle light, its flowers in eternal bloom. The spirits of the dead, those that have crossed over from the Netherworld proper, wait here for judgement, silent and unspeaking.

Notable Personalities

Gensokyo is filled to the brim with interesting characters with a wide variety of backgrounds. There are so many, in fact, that to supply statistics and information for each one would probably double the size of this book! For the sake of brevity (at least as much brevity as one can muster when they're writing a book) we'll only focus on the statistics of a handful of characters. This selection encompasses a wide spectrum of potential power, from the enigmatic Yukari Yakumo all the way up to Gensokyo's strongest, Cirno.

Although only a small portion of the characters mentioned in this book include statistics, I have taken the liberty of including a small write-up for each and every character mentioned by name in this book. Future versions or possibly supplement materials are apt to contain more information about those who have gone statistically unsung in this work.

These Stats Just Don't Work For Me

A few of the character blurbs that follow also feature statistics and spell card information. The statistics included are here for the sake of completeness, to answer a few questions people have had, and to provide a sense of perspective and scale. However, you may find that these statistics don't fit your needs when you want to involve a canon character, so this little sidebar exists to suggest to you that you make up your own statistics for that canon character so that she can better meet your requirements instead.



NOTABLE PERSONALITIES

Akyu Hieda

Human



Gensokyo's resident historian, Akyu Hieda is the ninth and current incarnation of the Child of Miare, who is reborn into the Hieda family every two or three centuries. Although she is only around ten years old, her memory stretches back 1200 years, across her previous lives. Anything she sees is ingrained upon her memory for all time. The fact that she is continually reincarnated is not widely known, in fact the only other person in Gensokyo who might know about this fact is Yukari Yakumo.

In spite of her noteworthy trend of being reincarnated, Akyu is quite human and resides in the Human Village. Being so young, and of a scholarly disposition, she does not often venture outside of the village. In a past life it is possible that she befriended the fickle Yukari, as the two are apparently on quite good terms.



Alice Margatroid

Magician

Alice is sort of a strange magician, obsessed with making dolls. She lives in the Magic Forest in relatively close proximity to Marisa Kirisame with whom she is both a dear friend and occasionally bitter

foe. A Human not so long ago, her perfected magical abilities have since caused her to transition into a Magician Youkai, and by Youkai standards she is still quite young.

She is reclusive, and her somewhat analytical, cold approach to things causes her to appear somewhat socially inept. She is not a fan of brute force, and although she is capable of immensely powerful magical attacks she always exercises a careful restraint, and focuses more on the finesse and strategy sides of battles, even if in doing so it causes her to lose to a less powerful opponent.



Aya Shameimaru

Crow Tengu

Probably Gensokyo's most recognizable Tengu, Aya is infamous for being nosy, brash, opinionated, and exceptionally fast. Aya is the fastest flyer in Gensokyo, and she's rather powerful as well which is perhaps why she can continually be nosy, brash, and opinionated. Occasionally drawn into battles while in dedicated pursuit of a story, Aya attempts to restrain herself but still manages to occasionally prevail by accident.

Aya makes it her business to make everything her business, and will relentlessly pursue stories of even the slightest newsworthy nature. When nothing of note is going on, she'll cause things to go on just so she has something to report. The blunt manner in which her published material reports on people and events has not colored her in the best of light among other residents in Gensokyo, but the most controversial of the statements she makes are true. In spite of her behavior, she has an unflinching dedication towards uncovering the truth.

NOTABLE PERSONALITIES

Alice Margatroid - Magician

Seven-Colored Puppeteer

Abode: The Forest of Magic

Racial Ability: Flight

Racial Ability: Every Hour is Witching Hour

Main Statistics:

4 - Might

8 - Finesse

6 - Resolve

9 - Will

8 - Cunning

5 - Charm

Combat Statistics:

4 - Lives

8 - Evasion

1 - Hitbox Rating

9 - Striking

8 - Reaction

4 - Bombs

Traits:

(2) Special Ability - Great Sage

(6) Special Ability - Guarded Mind

(6) Special Ability - Prodigy

(2) Special Ability - Smartypants

(2) Special Ability - Stitch in Time

(4) Magical Spell - Fire Arrow

(2) Magical Spell - Flame Cantrip

(2) Magical Spell - Sphere of Light

(8) Magical Spell - Seal Enchantment

(10) Magical Spell - Create Doll

(4) Magical Spell - Dispel

Endearments:

(2) Code of Honor

(2) Homebody

(2) Tsundere

(2) Shy

Skills:

Level:

10

8

4

2

Skill Name:

Lore, Dolls

Tailoring

Cooking

Sneaking

Spell Cards:

Cost: Sign:

106Cp Curse Sign

Name:

Shanghai Doll

Invulnerability:

1 Round

Round 1 Effect:

1 Option

Wide Beam

Round 2 Effect:

1 Option

Wide Beam

Round 3 Effect:

1 Option

Wide Beam

Round 4 Effect:

1 Option

Wide Beam

Round 5 Effect:

1 Option

Wide Beam

Cost: Sign:

114Cp Curse Sign

Name:

Hourai Doll

Invulnerability:

1 Round

Round 1 Effect:

4 Options

2 Attack Volleys w/Beam

Round 2 Effect:

4 Options

2 Attack Volleys w/Beam

NOTABLE PERSONALITIES

Aya Shameimaru – Crow Tengu

Traditional Reporter of Fantasy

Abode: Youkai Mountain

Racial Ability: Eagle Eye

Racial Ability: Superior Flight

Main Statistics:

6 - Might
9 - Finesse
9 - Resolve
9 - Will
8 - Cunning
4 - Charm

Combat Statistics:

5 - Lives
9 - Evasion
2 - Hitbox Rating
9 - Striking
8 - Reaction
4 - Bombs

Traits:

(2) Special Ability – Bully
(2) Special Ability – Detective
(14) Special Ability – Supreme Flight
(6) Special Ability – Natural Leader
(4) Special Ability – Read Feelings
(2) Special Ability – Silver Tongue
(4) Special Ability – Alcoholic Tolerance
(15) Special Ability – Weapon Specialist III: Fan
(4) Precious Thing – Tengu 35mm Camera

Endearments:

(2) Daredevil
(2) Notorious

Skills:

Level:

6
10
9
3
5
5

Skill Name:

Intimidate
Awareness
Bluff
Artistry
Sneaking
Thievery

Spell Cards:

Cost: Sign:

33Cp Wind Sign

Name:

Opening Wind of the Tengu Path

Invulnerability:

2

Round 1 Effect:

1 Attack Volley w/Persist
2 Attack Volleys w/Big
3 Attack Volleys w/Wind

Round 2 Effect:

3 Attack Volleys w/Big
3 Attack Volleys w/Wind

Round 3 Effect:

Round 4 Effect:

Round 5 Effect:

Cost: Sign:

51Cp Whirl Sign

Name:

Wind of the Red Leaf Fan

Invulnerability:

1

Round 1 Effect:

1 Speed Burst
1 Attack Volley w/Persist
4 Attack Volleys w/Wind

Round 2 Effect:

3 Attack Volleys w/Big
3 Attack Volleys w/Wind

Round 3 Effect:

3 Attack Volleys w/Big
3 Attack Volleys w/Wind

Round 4 Effect:

Round 5 Effect:

NOTABLE PERSONALITIES

Cirno - Fairy

Ice Fairy

Main Statistics:

4 - Might
6 - Finesse
6 - Resolve
4 - Will
2 - Cunning
6 - Charm

Combat Statistics:

4 - Lives
6 - Evasion
1 - Hitbox Rating
4 - Striking
2 - Reaction
5 - Bombs

Abode: Misty Lake

Racial Ability: Flight

Racial Ability: Elemental Nature, Ice (Water)

Racial Ability: Elemental Resistance, Ice (Water)

VERY BAD THING: Statistic Lockdown, Cunning

Traits:

(2) Special Ability – Bully
(4) Ice Arrow

Endearments:

(2) Know It All
(2) Speech Impediment

Skills:

Level:	Skill Name:
1	Artistry
2	Bluff
2	Sneaking
1	Games of Chance
3	Intimidate
4	Lore, Frogs

Spell Cards:

Cost: Sign:

18Cp Ice Sign

Name:

Icicle Machine Gun

Invulnerability:

2

Round 1 Effect:

3 Attack Volleys w/Ice

Round 2 Effect:

3 Attack Volleys w/Ice

Round 3 Effect:

3 Attack Volleys w/Ice

Round 4 Effect:

Round 5 Effect:

Cost: Sign:

24Cp Ice Sign

Name:

Fairy Spin

Invulnerability:

1

Round 1 Effect:

1 Attack Volley w/Persist
2 Attack Volleys w/Ice

Round 2 Effect:

4 Attack Volleys w/Big w/Ice

Round 3 Effect:

Round 4 Effect:

Round 5 Effect:

NOTABLE PERSONALITIES



Chen
Nekomata

Chen is an energetic and mischievous Nekomata who serves Ran Yakumo. By virtue of Ran's relationship with Yukari Yakumo, Chen serves Yukari as well and together the three are sometimes referred to as the "Yakumo Family".

Although she isn't terribly powerful, Chen does actually have a fair grasp of magic, particularly spells that can be used to make trouble for Humans. Her personality is somewhat child-like, and she tends to react to adversity posed by anyone other than her master (or her master's master) rather brashly. She is deathly afraid of water.



Cirno
Fairy

Cirno is an Ice Fairy, and possibly the most powerful fairy in all of Gensokyo, for whatever that's worth. She is renowned for being a spectacular idiot and although she can read and write, she still behaves childishly and impetuously. Still very young in terms of Youkai lifespans, Cirno enjoys freezing things, particularly frogs, just for the sake of freezing things. Cirno makes her home somewhere in the forests

surrounding the Misty Lake, where an abundance of water and aquatic life are available for her to gleefully torment.

For a Fairy, she is quite aggressive and will provoke fights even against foes who dramatically outmatch her.



Eirin Yagokoro
Lunarian

One of the founders of Lunarian society, Eirin has since resigned herself to a self-imposed exile alongside Kaguya, her dearest friend. In the manor Eientei, Eirin lives a quiet, relatively peaceful life creating all sorts of medicines for the people of Gensokyo. She is incredibly intelligent, one of the most, if not the most intelligent person to be found on this side of the Hakurei Barrier. A short time ago, it was Eirin who masterminded a plan to seal the Earth away to protect her friends from Moon-sent emissaries. She knows the secrets to crafting the forbidden Hourai Elixir, although it is not something she has concocted in a very, very long time.

Eirin is a pleasant, good-natured woman who is easy to get along with, but due to her immense knowledge she can sometimes fall into the trap of talking down to people, or show flashes of impatience when dealing with individuals who are a little slow on the uptake.



Flandre Scarlet

Vampire



Flandre is the younger of the two Scarlet sisters, and is also a vampire just like the older Remilia. The most notable thing about Flandre is that she is mentally unsound. Very few people in Gensokyo are actually aware of Flandre's existence, and Flandre herself never, ever leaves Scarlet Devil Mansion. She remains sequestered away in the basement of the mansion, where she has spent well over four centuries already and oddly enough, she seems content in her confinement and does not seek escape. She loves and respects her sister.

Flandre's erratic behavior coupled with her command over immensely destructive magics, further bolstered by her possession of Laevateinn, makes her a fearsome opponent. Her inability to stably interact with anyone other than the handful of people who live in the mansion usually results in her deciding to obliterate them. She has absolutely no idea how to be social. As a vampire she doesn't even know how to feed upon humans properly, and her sister has her fed specially prepared meals to accommodate this deficiency.



Hong Meiling

?

Commonly (and typically in a disparaging fashion) referred to as China, Hong Meiling is the dedicated gatekeeper of the Scarlet Devil Mansion, though her attempts at securing the mansion from intruders seem to end badly more often than not. She is

definitely Youkai, but what specific type of Youkai isn't exactly known. She is friendly and personable, even when dealing with Humans.

Hong Meiling may have her origins on the mainland of the outside world. How she came to be in Gensokyo, and how she came to be in the employ of Remilia Scarlet is something she's never really discussed.



Kaguya Houraisan

Lunarian

Having drank the forbidden Hourai Elixir, Kaguya gained true immortality and for her crime she was exiled to the Earth for a number of years. Later, emissaries from the Moon came to retrieve her, but she had come to love her new home and had no desire to leave. She conspired with her close friend Eirin, who was the leader of the emissaries, and together the two escaped to Gensokyo, coming to live in Eientei, situated at the very heart of the Bamboo Forest of the Lost.

Kaguya lives a comfortable, carefree life about as far removed from any outside problems as one can possibly be. Although she's rather curious about the outside world, she doesn't ever seem to leave her house. She's very pleasant, and is always happy to receive visitors. She loves sharing stories with company, and although it isn't intentional, sometimes it takes a while to conclude any visits.

There is one person with whom Kaguya does not get along, and that person is Mokuo Fujiwara. Some 1300 years ago, Kaguya slighted Mokuo's father and it was something Mokuo has never forgiven. As Mokuo was also conferred immortality by the Hourai Elixir, she and Kaguya are unable to kill one another; but that hasn't stopped them from trying. There was a time where they attempted to murder each other almost daily, and although they are still bitter foes, their clashes do not happen as frequently anymore.

NOTABLE PERSONALITIES

Kaguya Houraisan - Lunarian

Inhuman Princess

Abode: Eientei

Racial Ability: Master of Magic

Racial Ability: Picture of Health

Main Statistics:

3 - Might
4 - Finesse
7 - Resolve
7 - Will
6 - Cunning
8 - Charm

Combat Statistics:

3 - Lives
2 - Evasion
1 - Hitbox Rating
4 - Striking
6 - Reaction
4 - Bombs

Traits:

(2) Special Ability – Great Sage
(6) Special Ability – Natural Leader
(2) Special Ability – Well Behaved
(4) Special Ability – Spell Specialist - Wind Razor
(4) Magical Spell – Wind Razor
(4) Magical Spell – Create Illusion
(8) Magical Spell – Illusionary Terrain
(8) Magical Spell – Seal Enchantment
(16) Magical Spell – Legendary Effect
(4) Magical Spell – Dispel

Endearments:

(2) Absent-Minded
(2) Frail
(2) Homebody

Skills:

Level: Skill Name:
10 Lore, Lunar History
8 Lore, Precious Things
3 Cooking
5 Bluff
7 Proper Behavior

Spell Cards:

Cost: 32	Sign: New Impossible Request	Name: Lunar Ilmenite	Invulnerability: 1
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Round 1 Effect:

1 Attack Volley w/Persist
2 Attack Volleys w/Nature

Round 2 Effect:

1 Attack Volley w/Big w/Nature
2 Attack Volleys w/Beam

Round 3 Effect:

1 Attack Volley w/Huge w/Nature
2 Attack Volleys w/Beam

Cost: 34	Sign: New Impossible Request	Name: Mysterium	Invulnerability: 1
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Round 1 Effect:

2 Attack Volleys w/Beam
1 Attack Volley w/Persist

Round 2 Effect:

3 Attack Volleys w/Big w/Nature

Round 3 Effect:

3 Attack Volleys w/Huge w/Nature



Keine Kamishirasawa

Human/Were-Hakutaku

Keine is the schoolteacher in the Human Village, she also serves as the foremost protector of the village. Among Youkai, Keine is rather unique: she is a were-Hakutaku, and on each night of a full moon she undergoes a slight transformation. (Apparently at the conclusion of her time transformed, upon reverting she feels a little sick to the stomach.) Keine is naturally capable of removing history from all memory, and on nights of the full moon she is able to restore it.

Keine is very patient and kind. She possesses an odd sort of temperance and is always willing to offer wise counsel to those who seek it. She does seem to have a habit of becoming a little overly technical, or dwelling upon details that most people would consider uninteresting. In her history classes, this often has the unintended effect of causing her lessons to become incredibly uninteresting. Although she's always very keen on helping, to rude or discourteous people she tends to be more terse and a little unpleasant in her own mannerisms towards them.

She puts the safety of the Human Village before everything else, and always acts in the best interest of mans.



Komachi Onozuka

Shinigami

This minor death goddess has the responsibility of ferrying souls across the Sanzu River. She is a notorious slacker, and tends to come off as being somewhat demanding of those she needs to guide across the river, but to other residents of Gensokyo she occasionally encounters her good nature is apparent. She is a little on the chatty side, though.

Komachi is naturally very tall, and this height is further bolstered by the geta she wears that prop her up even higher. What's more is the scythe she commonly slings over her shoulder adds even more to her presence, which can make her look rather fearsome.



Letty Whiterock

Yuki Onna

Letty is a type of spirit known as a Winter Woman, and usually only appears during the winter months. She's not overly friendly, especially to Humans, which she seems to take pleasure in freezing the same way Cirno enjoys freezing frogs. Unless you are of a similar human hating and/or killing disposition, odds are any encounter with Letty will be rather confrontational.

NOTABLE PERSONALITIES

Marisa Kirisame - Human

Ordinary Magician

Abode: The Forest of Magic

Racial Ability: The Luck of the Gods

Racial Ability: Work Ethic

Main Statistics:

6 - Might
4 - Finesse
8 - Resolve
8 - Will
6 - Cunning
4 - Charm

Combat Statistics:

5 - Lives
4 - Evasion
2 - Hitbox Rating
8 - Striking
6 - Reaction
4 - Bombs

Traits:

(2) Special Ability – Bully
(2) Special Ability – Detective
(2) Special Ability – Green Thumb
(4) Special Ability – Good Reputation
(2) Special Ability – Nimble Fingers
(9) Special Ability – Spell Specialist II - Spark
(4) Magical Spell – Spark
(2) Magical Spell – Flame Cantrip
(2) Magical Spell – Sphere of Light
(2) Magical Spell – Nature Cantrip
(10) Magical Spell – Sleep
(4) Magical Spell – Dispel
(4) Magical Spell – Detect Enchantment
(8) Precious Thing – Better Broomstick
(--) Precious Thing – Elemental Reactor

Endearments:

(2) Tsundere
(2) Kleptomaniac
(2) Xenophobe

Skills:

Level:
4
8
6
7
4

Skill Name:

Intimidate
Awareness
Herbalism
Thievery
Cooking

Spell Cards:

Cost: Sign:

103Cp Love Sign

Name:

Master Spark

Invulnerability:

5

Round 1 Effect:

Attack Volley w/Wide Beam

Round 2 Effect:

Attack Volley w/Wide Beam

Round 3 Effect:

Attack Volley w/Wide Beam

Round 4 Effect:

Attack Volley w/Wide Beam

Round 5 Effect:

Attack Volleyw/WideBeam

Cost: Sign:

59Cp Light Sign

Name:

Luminous Strike

Invulnerability:

1

Round 1 Effect:

Attack Volley w/Nature
Attack Volley w/Fire
Attack Volley w/Wind
Attack Volley w/Earth
Attack Volley w/Water

Round 2 Effect:

Attack Volley w/Big w/Nature
Attack Volley w/Big w/Fire
Attack Volley w/Big w/Wind
Attack Volley w/Big w/Earth
Attack Volley w/Big w/Water

Round 3 Effect:

Attack Volley w/Huge w/Nature
Attack Volley w/Huge w/Fire
Attack Volley w/Wind
Attack Volley w/Huge w/Earth
Attack Volley w/Huge w/Water

Marisa Kirisame

Human



Whenever big things are going down, Marisa is almost sure to surface; her track record for being involved in the resolution of Incidents is almost as high as Reimu's. Marisa is an accomplished magician, a well-known wielder of some of the most powerful magics ever to be lobbed around in Gensokyo. Everything she does, she does with confidence and strength in spite of humbly referring to herself as just an ordinary magician.

Marisa isn't afraid to speak her mind, and tends to go about things in a forthright and direct manner with little thought given to the feelings of those around her. This isn't because she is insensitive to the conditions of people, but just that she has little patience for dalliance. She is unquestionably a force of good, but she does tend to think of herself first and others second. She doesn't take up causes for any other reason other than to simply sate her own whims.

Although she's popular among Humans for her dedication to hunting troublesome Youkai, she tends to keep her distance from the Human Village. In the village, her father maintains the Kirisame-ya Second-hand Shop, but she doesn't appear to be on especially good terms with him in spite of being an only child.

Marisa herself runs the Kirisame Magic Shop out of her home in the Forest of Magic. Due to the trouble of getting there, and because her place is in a perpetual state of messiness, she doesn't see very many customers. Many of the goods found in her shop have been "borrowed" from others. She's almost as well known for her borrowing habits as she is for being a great Youkai hunter.

Of all of the treasures she has acquired over time, there's only one that she cares about, the Mini-Hakero, a compact magical engine that she uses to bolster her magical attacks.

Mischievous Fairies, The Three

Fairies

Until their pranks go wrong and Star Sapphire flees leaving the other two to take the rap, these three are pretty much inseparable and that is why they get a collective entry. Sunny Milk is generally accepted to be the smartest of the three, and usually assumes the role of leadership. Luna Child and Star Sapphire are her co-conspirators. They enjoy stealing food, liquor, and eavesdropping on conversations. If they're sighted, they usually try to get that person lost in any nearby woods.

Although they used to make their home in the Forest of Magic in close proximity to Marisa's house (where they were frequent customers/troublemakers), they've since moved into the forests near the Hakurei Shrine where Reimu is now commonly the subject of their pranks.



Mokuo Fujiwara

Human

Mokuo is a loner by nature, living on the outskirts of the Bamboo Forest of the Lost. Although she isn't terribly outgoing, her reputation for being helpful has cemented her in the eyes of many as a good person. When asked, she is often willing to serve as a guide through the bamboo forest, or will assist in hunting dangerous Youkai. When encountered, she is just as apt to be threatening as she is amiable, as how she chooses to deal with people is heavily dependent on how they behave when they encounter her. Since she prefers to be alone, she has no problems not taking crap from anyone.

NOTABLE PERSONALITIES

Mokuo Fujiwara - Human

Human Immune to Death by Fire

Abode: The Bamboo Forest of the Lost

Racial Ability: The Luck of the Gods

Racial Ability: Work Ethic

Main Statistics:

7 - Might
8 - Finesse
8 - Resolve
7 - Will
4 - Cunning
4 - Charm

Combat Statistics:

4 - Lives
4 - Evasion
2 - Hitbox Rating
4 - Striking
4 - Reaction
4 - Bombs

Traits:

(2) Special Ability - Chef
(4) Special Ability - Elemental Resistance, Fire
(4) Special Ability - Good Reputation
(4) Special Ability - Internal GPS
(2) Special Ability - Light Sleeper
(6) Special Ability - Prodigy
(9) Special Ability - Spell Specialist II - Fire Arrow
(4) Magical Spell - Fire Arrow
(2) Magical Spell - Flame Cantrip

Endearments:

Skills:

Level: Skill Name:

5 Awareness
8 Cooking
5 Herbalism
5 Games of Chance
8 Farming/Gardening
6 Intimidate
6 Merchant Skill
5 Proper Behavior

Spell Cards:

Cost: Sign:

46Cp Immortal Sign

Name:

Fire Bird -Flying Phoenix-

Invulnerability:

1

Round 1 Effect:

1 Attack Volley w/Persist w/Fire
2 Attack Volleys w/Fire
4 Attack Volleys w/Big w/Fire

Round 2 Effect:

1 Attack Volley w/Persist w/Fire
2 Attack Volleys w/Fire
4 Attack Volleys w/Big /Fire

Cost: Sign:

43Cp Immortal Sign

Name:

Phoenix's Tail

Invulnerability:

1

Round 1 Effect:

2 Attack Volleys w/Beam w/Fire
5 Attack Volleys w/Fire

Round 2 Effect:

2 Attack Volleys w/Beam w/Fire
5 Attack Volleys w/Big w/Fire

Despite her quite human origins, Mokuo is over 1300 years old as a result of having drank the Hourai Elixir. She is truly immortal, and not even normally fatal wounds can kill her. (though she still does experience the pain that accompanies these injuries) She is a bitter enemy of Kaguya Houraisan, who scorned Mokuo's father a millennium ago and as Kaguya has also drank the Hourai Elixir the two are unable to kill one another despite their best attempts. For a brief time, the two attempted to murder one another on a practically daily basis. Kaguya remains Mokuo's most hated foe, but the two do not actively seek one another out anymore as they once had.

Over the centuries, she has acquired an incredible mastery over fire. The how of this isn't exactly known, but her abilities are respected by those other denizens familiar with her.



Momiji Inubashiri

White Wolf Tengu

Of all of the sentinels that keep watch over Tengu territory, Momiji is the most recognizable. She is unflinching in her execution of the orders given to her by Lord Tenma, and is an excellent judge of character and strength. As an ally, she is cooperative and loyal, though in giving into trust it sometimes causes her to be subject to small abuses by her peers. As an opponent she is remarkably cunning, and tends to fall back on tactics that will reveal an attacker's strength, or stall for time until backup arrives.

She loves playing Dai Shogi, and often spends her free time in the lower reaches of the mountains, near the waterfalls playing the game with the Kappa that live there.



Mystia Lorelei

Night Sparrow

Mystia likes to prowl the roads to and from the Human Village, but is careful keep her distance from the Village lest she breach the peace and rouse the ire of some of Gensokyo's greater powers. She's very aggressive, arrogant, and often talks condescendingly to others regardless of their actual strength. She especially enjoys using her abilities to torment Humans.

She runs a grilled lamprey stand, a sort of counterpart to Mokuo's yakitori stand. Mystia doesn't like grilled chicken very much because she herself is a bird. She maintains the stand as a sort of front in an effort to lure in Humans, but since this has been her routine for a while most of the Humans in the village are wise to her tricks. The stand does actually turn a profit due to the fact that Mystia is actually a fairly good cook, and her grilled lamprey dishes are popular among Youkai customers.

NOTABLE PERSONALITIES

Mystia Lorelei - Night Sparrow

Night Sparrow Youkai

Abode: Roads outside the Human Village

Racial Ability: Blanket of Darkness

Racial Ability: Singsong Voice

Racial Ability: Flight

Main Statistics:

2 - Might

6 - Finesse

4 - Resolve

6 - Will

6 - Cunning

6 - Charm

Combat Statistics:

3 - Lives

6 - Evasion

0 - Hitbox Rating

6 - Striking

6 - Reaction

5 - Bombs

Traits:

(2) Special Ability – Chef

(2) Special Ability – Light Sleeper

(2) Special Ability – Shrewd Eye

(2) Special Ability – Silver Tongue

(4) Magical Spell – Wind Razor

(10) Magical Spell – Blind

Endearments:

(2) Exploitable

(2) Homebody

Skills:

Level:

10

5

5

6

6

Skill Name:

Cooking

Fishing

Merchant Skill

Bluff

Intimidate

Spell Cards:

Cost: **Sign:**

22Cp Bird Sign

Name:

Human Cage

Invulnerability:

1

Round 1 Effect:

1 Attack Volley w/Persist

1 Attack Volley

Round 2 Effect:

1 Attack Volley w/Persist

1 Attack Volley

Round 3 Effect:

1 Attack Volley w/Persist

1 Attack Volley

Cost: **Sign:**

21Cp Bird Sign

Name:

Mysterious Song

Invulnerability:

1

Round 1 Effect:

1 Ailment Attack w/Blind

NOTABLE PERSONALITIES

Nitori Kawashiro - Kappa

Aquatic Engineer

Abode: Youkai Mountain

Racial Ability: The Life Aquatic

Racial Ability: Camouflage

Racial Ability: Gearhead

Main Statistics:

3 - Might

3 - Finesse

6 - Resolve

6 - Will

8 - Cunning

7 - Charm

Combat Statistics:

3 - Lives

4 - Evasion

1 - Hitbox Rating

6 - Striking

8 - Reaction

5 - Bombs

Traits:

(2) Special Ability – Artificer

(2) Special Ability – Great Sage

(4) Special Ability – Good Reputation

(4) Special Ability – Internal Barometer

(6) Special Ability – Prodigy

(2) Special Ability – Prowler

(4) Special Ability – Weapon Specialist

Endearments:

(2) Shy

Skills

Level:

4

5

10

8

7

8

Skill Name:

Bluff

Sneaking

Blacksmithing

Lore, Machine

Lore, Physics

Tailoring

Spell Cards:

Cost: Sign:

20 Water Sign

Name:

Kappa's Pororoca

Invulnerability:

1

Round 1 Effect:

3 Attack Volleys w/Big w/Water

Round 2 Effect:

3 Attack Volleys w/Big w/Water

Round 3 Effect:

Cost: Sign:

30 Water Sign

Name:

Hydro Camouflage

Invulnerability:

1

Round 1 Effect:

1 Attack Volley w/Beam w/Water

2 Attack Volleys w/Water

Round 2 Effect:

2 Attack Volleys w/Beam w/Water

1 Attack Volley w/Water

Round 3 Effect:

1 Attack Volley w/Beam w/Water

2 Attack Volleys w/Water



Nitori Kawashiro

Kappa

Exceptionally shy, Nitori intentionally avoids contact with strangers unless necessity absolutely dictates otherwise. Of course, necessity might be discouraging someone from straying further into Tengu territory, or her need to sate her curiosity about an interesting piece of technology she might see someone with. She's very pleasant to deal with, likes others to think well of her, and thinks others probably think well of her too. She feels a little anxious around Humans, and often comes across as being somewhat awkward when trying to deal with them.

She is an accomplished engineer, and is often involved in many high-profile Kappa projects. She approaches any sort of task with enthusiasm and energy.



Patchouli Knowledge

Magician

Sequestered away in the basement of Scarlet Devil Mansion, Patchouli spends most of her time reading and performing magical research. Suffering from a chronically weak constitution, she doesn't often venture out of her library, much less out of the mansion. She speaks with a very soft voice. Unlike many Magicians, who ascend to that state after having been Human (or something else) for a time, Patchouli was born as one.

She is incredibly intelligent, but when confronted for information she often proves evasive in her answering. She does not act rashly, although if mercilessly provoked her patience will eventually run out. Extremely loyal to the Scarlet household, Patchouli often does things with the well being of the mansion in mind. She's not above helping maintain stability in Gensokyo as a whole, but the needs and the interests of her mistress and friend, Remilia, come first.

Prismriver Sisters, The

Poltergeists

These aren't the real Prismriver sisters, who have all long-since dropped off this mortal coil, but are actually magically created copies. The three poltergeists, Lunasa, Merlin, and Lyrica, were all created by a fourth and youngest sister, Layla, who is also long-since gone. The constructed Lunasa, Merlin, and Lyrica carry on just as their real counterparts would have. Lunasa, the eldest, behaves responsibly and is perhaps a little on the pessimistic side. She plays strings, and fancies the violin the most. Merlin, the middle sister, is erratic and obsessive, but it's all wrapped up in a bubbly personality so it's okay. She is adept with wind instruments, and favors the trumpet. Lyrica, the youngest, is versed in a wide variety of instruments, but tends to focus on the keyboard. Lyrica can sometimes be a little conniving and she always looks for the maximum return on the most minimal of investments.

Operating out of the Poltergeist Mansion, named after them because they're its only occupants, the Prismriver sisters ceaselessly work at their musical compositions. If one can bear the cacophony that emanates from the Poltergeist Mansion, then it is possible to go there and arrange for them to perform at your gatherings. In spite of the horrible noise that results from their more experimental compositions, they're very adept musicians and many residents of Gensokyo appreciate the opportunity to see them perform.

NOTABLE PERSONALITIES

Patchouli Knowledge - Magician

The Unmoving Great Library

Abode: Scarlet Devil Mansion

Racial Ability: Flight

Racial Ability: Every Hour is Witching Hour

Main Statistics:

2 - Might
2 - Finesse
6 - Resolve
8 - Will
8 - Cunning
3 - Charm

Combat Statistics:

3 - Lives
2 - Evasion
1 - Hitbox Rating
6 - Striking
6 - Reaction
3 - Bombs

Traits:

(2) Special Ability – Great Sage
(6) Special Ability – Prodigy
(4) Magical Spell – Fire Arrow
(2) Magical Spell – Flame Cantrip
(4) Magical Spell – Wind Razor
(4) Magical Spell – Earthen Spike
(2) Magical Spell – Earth Cantrip
(4) Magical Spell – Earth Wall
(4) Magical Spell – Ice Arrow
(2) Magical Spell – Water Cantrip
(4) Magical Spell – Spark
(2) Magical Spell – Nature Cantrip
(4) Magical Spell – Ghost Bolt
(8) Magical Spell – Seal Enchantment
(4) Magical Spell – Dispel

Endearments:

(2) Frail
(2) Homebody

Skills:

Level:
10
6
6

Skill Name:

Lore, Magic
Lore, History
Awareness

Spell Cards:

Cost: 64Cp

Sign: Sun Sign

Name:

Royal Flare

Invulnerability:

1

Round 1 Effect:

1 Attack Volley w/Beam
w/Fire
1 Attack Volley w/Beam
w/Fire

Round 2 Effect:

1 Attack Volley w/Wide Beam
w/Fire

Round 3 Effect:

1 Attack Volley w/Beam
w/Fire
1 Attack Volley w/Beam
w/Fire

Round 4 Effect:

1 Attack Volley w/Wide Beam
w/Fire

Round 5 Effect:

1 Attack Volley w/Beam
w/Fire
1 Attack Volley w/Beam
w/Fire

Cost: 82Cp

Sign: Moon Sign

Name:

Silent Selena

Invulnerability:

5

Round 1 Effect:

1 Attack Volley w/Persist
w/Nature

1 Attack Volley w/Nature

Round 2 Effect:

1 Attack Volley w/Nature

1 Attack Volley w/Big
w/Nature

Round 3 Effect:

1 Attack Volley w/Persist
w/Nature

1 Attack Volley w/Nature

Round 4 Effect:

1 Attack Volley w/Nature

1 Attack Volley w/Big
w/Nature

Round 5 Effect:

1 Attack Volley w/Huge
w/Nature

1 Attack Volley w/Huge
w/Nature

NOTABLE PERSONALITIES

Ran Yakumo - Kitsune

Unusual Animal

Abode: Mayoiga

Racial Ability: Telltail Sign (9 Tails)

Racial Ability: Flight

Main Statistics:

4 - Might

8 - Finesse

7 - Resolve

7 - Will

8 - Cunning

6 - Charm

Combat Statistics:

4 - Lives

5 - Evasion

1 - Hitbox Rating

5 - Striking

6 - Reaction

5 - Bombs

Traits:

(4) Special Ability – Alcoholic Tolerance

(2) Special Ability – Chef

(4) Special Ability – Internal GPS

(2) Special Ability – Light Sleeper

(2) Special Ability – Shrewd Eye

(2) Special Ability – Well Behaved

(2) Magical Spell – Flame Cantrip

(2) Magical Spell – Water Cantrip

(4) Magical Spell – Ghost Bolt

(8) Magical Spell – Invisibility

(4) Magical Spell – Create Illusion

(8) Magical Spell – Illusionary Terrain

(4) Magical Spell – Phantom Sound

Endearments:

Skills:

Level:

7

8

8

7

8

5

Skill Name:

Awareness

Bluff

Cooking

Merchant Skill

Proper Behavior

Tailoring

Spell Cards:

Cost: Sign:

34Cp Secret Sign

Name:

Hierarch's Arcanum

Invulnerability:

1

Round 1 Effect:

2 Attack Volleys w/Beam

2 Attack Volleys

Round 2 Effect:

2 Attack Volleys w/Beam

2 Attack Volleys w/Big

Round 3 Effect:

2 Attack Volleys w/Beam

2 Attack Volleys w/Huge

Cost: Sign:

28Cp Secret Sign

Name:

Ultimate Buddhist

Invulnerability:

1

Round 1 Effect:

1 Attack Volley w/Persist

2 Attack Volleys w/Beam

1 Attack Volley w/Big

Round 2 Effect:

1 Attack Volley w/Persist

2 Attack Volleys w/Beam

1 Attack Volley w/Big



Ran Yakumo

Kitsune

Bound as Shikigami, Ran faithfully executes all the duties of maintaining the Yakumo household as required because her master, Yukari, is incredibly lazy and lethargic. Amongst Beast Youkai, Ran is perhaps the most powerful to be found in all of Gensokyo, and in spite of being the magical servant of Yukari, Ran maintains a magical servant of her own, the Nekomata, Chen. Unfortunately for Ran, her choice in shikigamis isn't quite as reliable as herself, so most of the duties Yukari demands of Ran need to be carried out by Ran herself.

Ran is incredibly intelligent and wise, though she is not gifted with an abundance of creativity. She never actively looks for fights, and never intentionally tries to antagonize anyone, even Humans. In truth, she is one of the Youkai most adjusted and accepting of Humans, even though many Humans tend to be scared and intimidated by her. She has excellent manners, and tends to behave rather matronly, particularly where it involves Chen.

She is a relatively common sight in the Human Village, which she often visits for supplies.



Reimu Hakurei

Human

Reimu is the naturally gifted shrine maiden who serves as the steward of the Hakurei Shrine. She possesses an innate control over immense spiritual power, but because she lacks ambition her abilities are not quite as honed as they could be. She is often criticized by some of her more motivated peers, especially Marisa, for being so lazy. She's very open and honest, making no attempts to hide any anger when things upset her. She's just as apt to smile when the circumstances are better, as well. Her simple approach and outlook on things have endeared her to the residents of the Human Village, even if she does tend to be carefree and lazy most of the time.

Although she considers it her duty to hunt Youkai, she's actually on good terms with a fair number of Youkai, so she more or less treats everyone, Human or Youkai, equally. This also means that she doesn't have a lot of interest in anyone, since she mostly concerns herself with troublemakers. There are some Youkai who don't like Reimu, but because she is the sole Hakurei descendant at the moment, plots to outright do away with her don't surface out of fears that with her demise it would result in the collapse of the Hakurei Barrier and the expose Gensokyo to the outside world.

Reimu is credited with the creation of the Spell Card system commonly used in dispute resolution throughout Gensokyo. Since its adoption, Gensokyo has seen a rise in others who often compete with Reimu to resolve Incidents the quickest, but she doesn't seem to mind all that much. Unless of course said individuals get in the way of her own disaster resolution attempts. Although she's well known for her sloth-like everyday behavior, she takes her disaster-resolving duties very seriously.

An excellent way to get into Reimu's good books is to offer donations when visiting the Shrine. She always seems to be hurting for cash.

NOTABLE PERSONALITIES

Reimu Hakurei - Human

Flying Mysterious Shrine Maiden

Abode: Hakurei Shrine

Racial Ability: The Luck of the Gods

Racial Ability: Work Ethic (Ahahaha.)

Main Statistics:

6 - Might
4 - Finesse
8 - Resolve
8 - Will
6 - Cunning
4 - Charm

Combat Statistics:

5 - Lives
4 - Evasion
2 - Hitbox Rating
8 - Striking
6 - Reaction
4 - Bombs

Traits:

(2) Special Ability – Detective
(6) Special Ability – Flight
(10) Special Ability – Superior Flight
(4) Special Ability – Good Reputation
(6) Special Ability – Prodigy
(4) Special Ability – Read Feelings
(9) Special Ability – Weapon Specialist II – Yin-Yang Orbs
(8) Magical Spell – Seal Enchantment
(4) Magical Spell – Dispel
(4) Magical Spell – Detect Enchantment
(8) Magical Spell – Cure
(--) Precious Thing – Yin-Yang Orbs

Endearments:

Skills:

Level:	Skill Name:
8	Awareness
7	Lore, Shrine Protocol
5	Cooking
7	Intimidate
6	Merchant Skill

Spell Cards:

Cost:	Sign:	Name:	Invulnerability:
73Cp	Spirit Sign	Fantasy Seal	1

Round 1 Effect:

6 Options
2 Attack Volleys w/Spirit ea.

Cost:	Sign:	Name:	Invulnerability:
61Cp	Dream Sign	Evil-Sealing Circle	1

Round 1 Effect:

4 Options
1 Attack Volley w/Beam w/Spirit ea.
1 Attack Volley w/ Wide Beam w/Spirit

NOTABLE PERSONALITIES

Reisen Udongein Inaba - Moon Rabbit

Red Eyes of Madness

Abode: Eientei

Racial Ability: Grace Under Fire

Racial Ability: One Of Us

Main Statistics:

4 - Might
8 - Finesse
8 - Resolve
8 - Will
4 - Cunning
7 - Charm

Combat Statistics:

4 - Lives
8 - Evasion
3 - Hitbox Rating
8 - Striking
4 - Reaction
5 - Bombs

Traits:

(2) Special Ability – Green Thumb
(4) Special Ability – Internal Clock
(2) Special Ability – Light Sleeper
(2) Special Ability – Shrewd Eye
(2) Special Ability – Well Behaved
(15) Special Ability – Spell Specialist III – Ghost Bolt
(4) Magical Spell – Ghost Bolt

Endearments:

(2) Exploitable
(2) Outcast

Skills:

Level:	Skill Name:
5	Awareness
5	Bluff
5	Herbalism
5	Lore, Healing
6	Lore, Military Protocol
5	Merchant Skill
6	Proper Behavior

Spell Cards:

Cost:	Sign:	Name:	Invulnerability:
32Cp	Lunatic Sign	Visionary Tuning	1

Round 1 Effect:	Round 2 Effect:	Round 3 Effect:	Round 4 Effect:	Round 5 Effect:
1 Ailment Attack	4 Attack Volleys	4 Attack Volleys		

Cost:	Sign:	Name:	Invulnerability:
41Cp	Lunatic Sign	Idling Wave	1

Round 1 Effect:

4 Options
2 Attack Volleys ea.



Reisen Udongein Inaba

Moon Rabbit

Reisen is a deserter of the Moon Rabbit Corps following the Lunar War of 1969. When she fled to earth, she accidentally stumbled across the hiding spot of Kaguya Houraisan and Eirin Yagokoro. In exchange for sanctuary in Eientei, Reisen swore to protect and serve Kaguya, a duty which she has faithfully executed to this day.

Having come from the moon, Reisen is somewhat outside the Human-Youkai dichotomy that affects just about everyone else in Gensokyo. In spite of being trained as a soldier, she doesn't actively look for fights, including fights with Humans. She's actually quite non-confrontational, and prefers to avoid contact with people unless she's selling medicine in the Human Village or on some other sort of mission.

Since both she and Tewi Inaba are rabbits, the two share a certain kinship, and although it's Tewi that is the leader of the earthborn rabbit species, Reisen tends to suggest to Tewi what should be done, and that's inevitably what Tewi relays to the other rabbits.

Reisen is a seemingly composed and professional young woman, and dresses in a much more modern fashion than most other Gensokyo residents.



Remilia Scarlet

Vampire

Remilia is the youthful-looking mistress of Scarlet Devil Mansion. It's easy to fall into the trap of underestimating her based on her appearance and behavior, but her small frame belies an unnatural strength. If she can count on people to judge her by her appearance, then all the better for her to benefit from their underestimation. Remilia is not one for subtlety, and has no qualms about resorting to brute force to get what she wants. She is arrogant and condescending, believing herself superior to everyone else, but she can play nice if she feels it suits her purposes better than bullying.

Remilia has surprisingly few friends in Gensokyo, all of which live with her in Scarlet Devil Mansion. Vampires are almost universally disliked by both Humans and Youkai because they're willing to prey upon either, and this isn't any different for Remilia. But, because Remilia has such a light diet, any feeding she does never drains a volume of blood sufficient enough to kill her victims, and thus she is unable to create new Vampires.



NOTABLE PERSONALITIES

Remilia Scarlet - Vampire

Eternally Young Red Moon

Abode: Scarlet Devil Mansion

Racial Ability: Flight

Racial Ability: Shapeshift – Bat

Racial Ability: Creature of the Night

Main Statistics:

4 - Might

8 - Finesse

9 - Resolve

9 - Will

8 - Cunning

4 - Charm

Combat Statistics:

4 - Lives

8 - Evasion

2 - Hitbox Rating

9 - Striking

8 - Reaction

4 - Bombs

Traits:

(2) Special Ability – Bully

(2) Special Ability – Light Sleeper

(6) Special Ability – Natural Leader

(4) Special Ability – Read Feelings

(2) Special Ability – Silver Tongue

(9) Special Ability – Weapon Specialist II – Bats

(16) Magical Spell – Legendary Effect

(--) Precious Thing – Gungnir

Endearments:

(2) Homebody

(2) Notorious

(2) Know It All

Skills:

Level:

8

5

8

Skill Name:

Bluff

Cooking

Intimidate

Spell Cards:

Cost: Sign:

28Cp Dark Sign

Name:

Scarlet Netherworld

Invulnerability:

1

Round 1 Effect:

4 Attack Volleys w/Fire

Round 2 Effect:

4 Attack Volleys w/Fire

Round 3 Effect:

4 Attack Volleys w/Fire

Cost: Sign:

43Cp Scarlet Sign

Name:

Scarlet Shoot

Invulnerability:

1

Round 1 Effect:

2 Attack Volleys w/Big w/Fire

1 Attack Volley w/Persist w/Fire

1 Attack Volley w/Huge w/Fire

Round 2 Effect:

2 Attack Volleys w/Fire

1 Attack Volley w/Huge w/Fire

1 Attack Volley w/Big w/Fire

Round 3 Effect:

2 Attack Volleys w/Big w/Fire

2 Attack Volleys w/Huge w/Fire

NOTABLE PERSONALITIES

Sakuya Izayoi - Human
Perfect and Elegant Maid

Abode: Scarlet Devil Mansion
Racial Ability: The Luck of the Gods
Racial Ability: Work Ethic

Main Statistics:
 4 - Might
 6 - Finesse
 7 - Resolve
 7 - Will
 6 - Cunning
 5 - Charm

Combat Statistics:
 4 - Lives
 6 - Evasion
 1 - Hitbox Rating
 7 - Striking
 6 - Reaction
 4 - Bombs

Traits:
 (2) Special Ability – Chef
 (4) Special Ability – Internal Clock
 (2) Special Ability – Light Sleeper
 (4) Special Ability – Photographic Memory
 (6) Special Ability – Prodigy
 (2) Special Ability – Prowler
 (9) Special Ability – Weapon Specialist II – Knives
 (2) Special Ability – Well Behaved
 (4) Precious Thing – Silver Throwing Knives

Endearments:
 (2) Outcast

Skills:

Level:	Skill Name:
4	Awareness
8	Cooking
4	Herbalism
6	Sneaking
8	Proper Behavior
6	Tailoring

Spell Cards:

Cost:	Sign:	Name:	Invulnerability:
16Cp	Illusion Sign	Murder Doll	1

Round 1 Effect:	Round 2 Effect:	Round 3 Effect:
4 Attack Volleys	4 Attack Volleys	4 Attack Volleys

Cost:	Sign:	Name:	Invulnerability:
124Cp	Time Sign	Private Square	1

Round 1 Effect:	Round 2 Effect:	Round 3 Effect:
Stop Time	Stop Time	Stop Time

Rinnosuke Morichika

Half-Human/Half-Youkai

One of the very few noteworthy men in Gensokyo, Rinnosuke is the proprietor of the Kourindou antique shop. Prior to running his own shop he used to work for Marisa's father, and he and Marisa have known each other for quite some time.

Things from the outside world interest him greatly, and he has a curious knack for knowing what an item is supposed to do, but the unfortunate catch is that he doesn't know how the item is supposed to do it. When he does find out how something works, he also suddenly has a hard time wanting to part with it. Also unfortunate is a lack of customers who want items that they don't know how to use.



Sakuya Izayoi

Human(?)

The enigmatic head maid of Scarlet Devil Mansion, like so many other servants in Gensokyo, Sakuya is a seemingly tireless workhorse for a powerful and fussy mistress. As all the other maids in the mansion are somewhat unreliable fairies, most chores still wind up falling to Sakuya to do. She has a very strong work ethic, and is curiously loyal towards her Vampire mistress.

Sakuya is something of an enigma. Her past is shrouded in mystery and even her name is an alias, given to her by Remilia. She does not readily concern herself with any events that go on in Gensokyo from time to time unless they impact the Scarlet Devil Mansion or Remilia commands it.

Sakuya behaves in a very elegant and proper fashion, and takes everything very seriously, just exactly how serious is often veiled under a mask of unflinching politeness, however.



Sanae Kochiya

Human

One of Gensokyo's more recent arrivals from the outside world is this talented young shrine maiden. Sanae is a descendant of the goddess Suwako, and prior to her arrival in Gensokyo her divine heritage instilled within Sanae certain abilities that made her seem more like a deity rather than a human. This had led to her behaving in a very confident, almost arrogant fashion. It was somewhat sobering, upon her arrival to Gensokyo, to suddenly find herself in such close proximity to so many other exceptional Humans and Youkai. Nevertheless, she still maintains a straightforward approach to all her dealings.

Because most of Sanae's dealings are with Youkai who visit the shrine, she finds herself somewhat longing for more Human contact. To those that she encounters she tends to behave in an optimistic, almost innocent fashion.

Furthermore, Sanae has been encouraged to become more involved in the affairs of Gensokyo by the Moriya Shrine's patron deity, Kanako, so she is becoming an increasingly common sight in places other than just the Moriya Shrine.

NOTABLE PERSONALITIES

Sanae Kochiya - Human

Modern Living God

Abode: Moriya Shrine

Racial Ability: The Luck of the Gods

Racial Ability: Work Ethic

Main Statistics:

4 - Might
4 - Finesse
6 - Resolve
8 - Will
6 - Cunning
5 - Charm

Combat Statistics:

4 - Lives
4 - Evasion
1 - Hitbox Rating
8 - Striking
6 - Reaction
4 - Bombs

Traits:

(6) Special Ability – Flight
(10) Special Ability – Superior Flight
(6) Special Ability – Elemental Resistance: Wind
(4) Special Ability – Internal Barometer
(9) Special Ability – Spell Specialist – Wind Razor
(4) Magical Spell – Wind Razor
(4) Magical Spell – Blessing of Wind
(8) Magical Spell – Hurricane
(4) Magical Spell – Fortune
(4) Magical Spell – Dispel
(8) Magical Spell – Divination

Endearments:

(2) Outcast

Skills:

Level: Skill Name:
2 Awareness
3 Cooking
2 Intimidate
6 Lore, Shrine Protocol

Spell Cards:

Cost: Sign:

48Cp Miracle Sign

Name:

Nine Syllable Stabs

Invulnerability:

1

Round 1 Effect:

1 Attack Volley w/Persist
2 Attack Volleys w/Beam
1 Attack Volley

Round 2 Effect:

2 Attack Volleys
2 Attack Volleys w/Beam

Round 3 Effect:

1 Attack Volley w/Persist
2 Attack Volleys w/Beam
1 Attack Volley

Round 4 Effect:

2 Attack Volleys
2 Attack Volleys w/Beam

Cost: Sign:

88Cp Frog Sign

Name:

Wily Toad

Invulnerability:

5

Round 1 Effect:

4 Attack Volleys w/Water

Round 2 Effect:

4 Attack Volleys w/Water

Round 3 Effect:

4 Attack Volleys w/Water

Round 4 Effect:

4 Attack Volleys w/Water

Round 5 Effect:

4 Attack Volleys w/Water

NOTABLE PERSONALITIES

Suika Ibuki - Oni

Free-Spirited Old Timer

Abode: Hakurei Shrine

Racial Ability: Take on the World!

Racial Ability: Unparalleled Might

VERY BAD THING: Endangered Species

Main Statistics:

9 - Might

6 - Finesse

9 - Resolve

9 - Will

6 - Cunning

7 - Charm

Combat Statistics:

7 - Lives

6 - Evasion

2 - Hitbox Rating

9 - Striking

6 - Reaction

5 - Bombs

Traits:

(4) Special Ability – Alcoholic Tolerance

(2) Special Ability – Bully

(4) Special Ability – Good Reputation

(6) Special Ability – Guarded Mind

(22) Special Ability – Martial Art IV

(2) Special Ability – Mastermind

(16) Magical Spell – Legendary Effect

(8) Precious Thing – Gourd of Infinite Sake

Endearments:

(2) Alcoholic

(2) Life of the Party

Skills:

Level:

8

8

10

Skill Name:

Bluff

Games of Chance

Intimidate

Spell Cards:

Cost: Sign:

76Cp Gather Sign

Name:

Throwing Mt.Togakushi

Invulnerability:

1

Round 1 Effect:

8 Attack Volleys w/Huge w/Earth

Round 2 Effect:

8 Attack Volleys w/Big w/Earth

Round 3 Effect:

8 Attack Volleys w/Earth

Cost: Sign:

58Cp Oni Sign

Name:

Missing Power

Invulnerability:

1

Round 1 Effect:

4 Attack Volleys

4 Attack Volleys w/Big

1 Attack Volley w/Persist

Round 2 Effect:

8 Attack Volleys

Round 3 Effect:

4 Attack Volleys

4 Attack Volleys w/Big

1 Attack Volley w/Persist

Round 4 Effect:

8 Attack Volleys

Round 5 Effect:



Suika Ibuki

Oni

Although Oni are a rare sight in Gensokyo these days, the energetic Suika makes up for that by often showing up almost everywhere. She is particularly attracted to gatherings and parties, and has the reputation of being quite the party animal. As long as she's got liquor, she's in a great mood. Getting into her good books is also as simple as buying her drinks. Another thing she loves is contests: contests of strength, contests of skill, and especially drinking contests.

Because of her tremendous ability and child-like behavior, people who don't actually know her but know of her are scared of her, but those who befriend her find that she's actually not that terrifying at all. If anything, sustained exposure to her antics can actually become a little irritating.

Despite always appearing so laid-back and care free, Suika possesses a keen sense of observation and she is not above calling things exactly as she sees them. Her unflinching honesty has hurt the feelings of others on multiple occasions.



Tewi Inaba

Rabbit Youkai

This diminutive Rabbit Youkai is one of Gensokyo's older beings, but that doesn't stop her from acting in a decidedly youthful and carefree fashion. Tewi is known as something of a shyster, though all her tricks are good-natured and don't cause anyone harm. She is playful and non-violent, and only reacts to the threats posed by others. Her predisposition towards non-violence, coupled with a history of helping troubled and lost Humans safely find their way out of the bamboo forest, makes her a very popular Youkai amongst the Human populace.

Tewi is the leader of the earthborn rabbits, although she herself tends to be led by Reisen. These two are often together, and although Reisen is usually perceived as the boss, she is also the one most apt to suffer at the hands of Tewi's pranks.

Although it's easy to mistake her for a child given her appearance and behavior, Tewi is keenly intelligent and possesses the sort of wisdom and insight one would expect someone well over a thousand years old to possess. The tricky part is coaxing those insights out of her, as she tends to be rather playful and evasive.

Tewi Inaba – Rabbit Youkai

Herd of Leaping Rabbits

Abode: Eientei

Racial Ability: Fortune/Misfortune

Racial Ability: Flight

Main Statistics:

3 - Might

8 - Finesse

6 - Resolve

6 - Will

8 - Cunning

6 - Charm

Combat Statistics:

3 - Lives

9 - Evasion

1 - Hitbox Rating

6 - Striking

8 - Reaction

5 - Bombs

Traits:

(4) Special Ability – Good Reputation

(2) Special Ability – Mastermind

(6) Special Ability – Natural Leader

(2) Special Ability – Nimble Fingers

(2) Special Ability – Prowler

(2) Special Ability – Silver Tongue

(4) Special Ability – Size, Small

(4) Precious Thing – Hangover Prevention Amulet

Endearments:

(2) Notorious

(2) Daredevil

Skills:

Level:

8

10

10

6

6

Skill Name:

Awareness

Bluff

Sneaking

Games of Chance

Thievery

Spell Cards:

Cost: 17Cp

Sign: Rabbit Sign

Name:

Inaba's Elemental Rabbit

Invulnerability:

1

Round 1 Effect:

1 Attack Volley w/Persist

1 Attack Volley w/Ice

1 Attack Volley w/Nature

Round 2 Effect:

1 Attack Volley w/Fire

1 Attack Volley w/Earth

1 Attack Volley w/Wind

Cost: 76Cp

Sign: Owing Sign

Name:

Ancient Duper

Invulnerability:

1

Round 1 Effect:

2 Options

Attack Volley w/Beam

1 Attack Volley w/Big

Round 2 Effect:

2 Options

Attack Volley w/Beam

1 Attack Volley w/Big

Round 3 Effect:

2 Options

Attack Volley w/Beam

1 Attack Volley w/Big



Wriggle Nightbug

Insect Youkai

Wriggle has made it her cause in life to defend the virtue and importance of insects to those in Gensokyo. Unfortunately for her, most Youkai don't take her all that seriously although a great number of Humans still fear her ability to control vast swarms of insects.

In spite of being something of a small-fry in the Gensokyo scale of power, Wriggle is nevertheless confident, upbeat, and optimistic. She approaches everything she does with a certain sort of zeal.



Yamame Kurodani

Spider Youkai

Making her living in the deep places of Gensokyo, Yamame isn't exactly the most common sight. On top of that, the stigma surrounding Spider Youkai further causes other people, Human or Youkai, to distance themselves from her. It's really quite unfortunate, as Yamame is a bright and spirited individual.

She has a good head on her shoulders, and acts carefully and responsibly. She will not enter into a fight unless she feels there is just cause for doing so.



Youmu Konpaku

Half Phantom

The groundskeeper of Hakugyokurou and servant of Yuyuko Saigyouji, Youmu takes her job very seriously. In fact, she tends to take everything very seriously and is often exasperated by the antics of her somewhat whimsical master. Youmu is very diligent and hard-working, and when she gives her word she does her best to see it through.

She is very open and honest in all her dealings, and acts in a very dignified and proper manner. Those who treat her with kindness and respect will soon find a true and loyal friend. But she will also quietly endure a lot of abuses and indignities heaped on her by others before she'll finally choose to react.

With the border between the Netherworld and Gensokyo weaker than ever, Youmu has become an increasingly common sight in the land of the living. She gets along quite well with the denizens of the living world, which only makes sense as she's half-alive too.



NOTABLE PERSONALITIES

Youmu Konpaku - Half-Phantom

Gardener of the Azure Sky

Abode: Hakugyokurou

Racial Ability: Two Bodies Are Better Than One

Main Statistics:

5 - Might
8 - Finesse
6 - Resolve
6 - Will
8 - Cunning
6 - Charm

Combat Statistics:

4 - Lives
8 - Evasion
1 - Hitbox Rating
6 - Striking
8 - Reaction
5 - Bombs

Traits:

(2) Special Ability – Light Sleeper
(4) Special Ability – Photographic Memory
(6) Special Ability – Prodigy
(15) Special Ability – Weapon Specialist III – Paired Swords
(2) Special Ability – Well Behaved
(--) Precious Thing – The Sentinel
(--) Precious Thing – The White Tower

Endearments:

(2) Code of Honor

Skills:

Level:

4
5
8
7

Skill Name:

Awareness
Cooking
Farming/Gardening
Proper Behavior

Spell Cards:

Cost: 25Cp

Sign: Human Sign

Name:

200 Yojana in One Slash

Invulnerability:

1

Round 1 Effect:

2 Attack Volleys w/Huge
1 Attack Volley w/Big
2 Attack Volleys

Round 2 Effect:

3 Attack Volleys w/Huge
2 Attack Volleys w/Big

Cost: 42Cp

Sign: Soul Sign

Name:

5 Signs of the Dying Deva

Invulnerability:

3

Round 1 Effect:

1 Attack Volley w/Fire
1 Attack Volley w/Wind
1 Attack Volley w/Earth
1 Attack Volley w/Water
1 Attack Volley w/Nature

Round 2 Effect:

1 Attack Volley w/Fire
1 Attack Volley w/Wind
1 Attack Volley w/Earth
1 Attack Volley w/Water
1 Attack Volley w/Nature

Round 3 Effect:

1 Attack Volley w/Fire
1 Attack Volley w/Wind
1 Attack Volley w/Earth
1 Attack Volley w/Water
1 Attack Volley w/Nature

NOTABLE PERSONALITIES



Yukari Yakumo

Youkai

Yukari is a Youkai's Youkai, the most powerful and frightening individual that might be encountered in Gensokyo (and beyond). She has lived for well over a thousand years, and unlike other Youkai of a comparable age, she has spent practically every moment of it making and taking calculated steps towards a future of her design. The plan to seal Gensokyo away from the outside world was of her design and although the actual sealing took place just 125 years ago, she first started working towards this goal 500 years ago. This is a measure of Yukari's patience and determination.

Because Yukari's motivations and machinations are indecipherable to virtually everyone, her behavior can seem rather unpredictable, and an unpredictable Yukari is a very dangerous Yukari. On the upside, Yukari is uninvolved in the day-to-day goings-on in Gensokyo. She spends much of her time sleeping in her hidden home, or so the story goes. Her obedient servant, Ran, is entrusted with a number of mundane tasks that Yukari can't be bothered to do herself, like patrolling the Hakurei Barrier and maintaining the Yakumo household.

Yukari holds absolute sway over the borders of all things, to create and destroy divisions. Should she will it, she could erase the primal border that divides the land and sky. Her powers rival, and in many cases exceed, those of gods. Although it's not known if the demise of Reimu could adversely affect the Hakurei Barrier, it's a sure thing that Yukari can bring it crashing down. Since most of the denizens of Gensokyo have no desire to see that happen, Yukari holds a perpetual Sword of Damocles over the land. Of course, as the creation of Gensokyo was her idea, restoring it to the outside world is probably not a course of action she'd care to take. All of her actions to date have always been in the interest of preserving Gensokyo. There is

probably no limit to what she'd do in order to secure Gensokyo's continued existence.

Because of her mastery over borders, Yukari is able to freely pass from Gensokyo to the outside world. Occasionally she brings back interesting things, a number of which tend to get passed on to Rinnosuke. Chances are she knows a lot more about the outside world than she lets on.

Yuyuko Saigyoji

Ghost

Yuyuko is the forgetful mistress of the Netherworld, residing in the manor Hakugyokurou. Since she is a ghost, and is comfortable with her place in the Netherworld, she doesn't often travel to Gensokyo. By the time she arrived there, chances are she'd have forgotten what prompted her to make the journey in the first place.

She's very cheerful, and seems to delight in whiling away the countless hours of her immortal existence without a care in the world. Yuyuko seems to enjoy all sorts of exotic meals (food is also one of her favorite things to talk about) and tormenting her servant Youmu with her whimsical ways. She is prone to making startling insights, though whether she does this intentionally or not isn't known.

Yuyuko is capable of invoking death in any living thing, and in spite of her pleasant, carefree disposition, she actually seems to keep fairly tight reins on this terrifying ability. She never invokes death out of anger or other fleeting emotions, she refuses to rely on it if she's drawn into a fight, and in fact she pretty much doesn't like to use it at all. Although she no longer remembers, it was the possession of this terrible ability that drove her to despair and suicide in the first place.

By virtue of Yuyuko's original physical body being used as a seal on the Youkai cherry tree Saigyou Ayakashi, she is intimately bound to it in ways that she no longer recalls. Breaking the seal and laying her body to proper rest would not only unleash the powers of this terrible tree upon the world, but it would also be the end of Yuyuko.

Bestiary

When characters are engaged in Incidents, there always seems to be no shortage of opponents that spring up. The creatures featured in this section are exactly that. Unless otherwise stated, they don't have Spell Cards, and most of them will die in one hit. Most of the statistics enemies employ are the same as the ones that characters use.

It should be worth noting that each enemy has an entry for Point Value. Those points are given to the character that lands the attack upon an enemy that puts it out of commission. Easy peasy.

Common Enemies

Fairy

Fairies are idiots. I'm not even really sure why they attack most of the time; it might be mob mentality or something. Regardless of the actual why, your characters are apt to encounter a lot of these little buggers.

There's little variation among Fairies, though like PC Fairies, they often have elemental ties. As such, sometimes Fairies will be capable of unleashing elemental attacks. Water Fairies might fire bullets with Water Elemental properties, for example.

Name: Fairy
Point Value: 25,000
Lives: 1
Bombs: 0
Evasion: +3
Hitbox Rating: 3
Striking: +1
Reaction: +5
Primary Attack Description: Magical Wand firing magical or elemental bullet.
#Attacks: 1

Ghost

These are minor spirits. They might even be mindless, commanded to intervene on behalf of their master. Ghosts are apt to be enemies during the night, or if you stray near the world of the dead.

Ghosts may occasionally have Spirit elemental attacks. Those that do are apt to be late-stage foes.

Name: Ghost
Point Value: 25,000
Lives: 1
Bombs: 0
Evasion: +5
Hitbox Rating: 2
Striking: +2
Reaction: +3
Primary Attack Description: I'm not really sure, you know.
#Attacks: 1

Kedama

Kedama are cute, if ferocious little fuzzballs. I don't know why they rush adventurers like lemmings, but they do.

Kedama never possess an elemental attack, but sometimes they may be capable of unleashing two attacks during their action, rather than one.

Name: Kedama
Point Value: 25,000
Lives: 1
Bombs: 0
Evasion: +1
Hitbox Rating: 2
Striking: +5
Reaction: +5
Primary Attack Description: I'm not really sure, you know.
#Attacks: 1-2

Uncommon Enemies

These sorts of enemies tend to appear in tandem with common enemies, though as their name suggests, they don't appear with quite the same frequency. They are a little tougher than the common enemies, tending to possess multiple lives and attacks, but still possessing no Spell Cards.

Big Fairy

Fairies are idiots, even the bigger ones. Just like the small ones, Big Fairies sometimes possess elemental-based attacks that represent their own nature.

Name: Big Fairy
Point Value: 100,000
Lives: 3
Bombs: 0
Evasion: +6
Hitbox Rating: 3
Striking: +6
Reaction: +4
Primary Attack Description: Magical Wand firing magical or elemental bullet.
#Attacks: 3

Sub-Bosses

A Sub-Boss is always a named adversary, and possesses character-like statistics. In fact, a Sub-Boss should have a character sheet just like a player character.

They are capable of wielding Spell Cards, can employ them without consuming a Life, and they often have many more lives than a normal character. Sub-Bosses that appear later in the game are also more powerful than those that appeared in earlier stages. Even if it's the same opponent from an earlier stage who has returned in a later one, she will be more powerful than she was before. This is because Gensokyo is full of cheating jerks.

When in a Sub-Boss role, the character is modified accordingly, mostly based off of the stage she is appearing in, but the number of PCs she has to face is also a small factor. See the chart below.

The defeat of a Sub-Boss is worth 1,000,000 points to each player regardless of who gets the kill.

If a Sub-Boss gains more than three opportunities to strike as a result of being a Sub-Boss, no more than three opportunities can be directed at a single target in one round.

Sub-Boss Stage Modifiers

Stage Bonus:	Evasion:	Striking:	#Strikes:	Reaction:
Stage 1	+0	+0	+0	+0
Stage 2	+1	+1	+0	+1
Stage 3	+1	+1	+0	+1
Stage 4	+1	+2	+1	+1
Stage 5	+2	+2	+1	+2
Stage 6	+2	+2	+2	+2
EX Stage	+3	+3	+3	+3

She gains an additional Life for every PC she is simultaneously pitted against when facing more than one PC.

She only has 3 Bombs total for the whole encounter. When she loses a life, her Bombs are not reset.

Stage Bosses

Just like a Sub-Boss, a Stage Boss is always a named adversary. She has a character sheet. They are capable of wielding Spell Cards, can employ them without consuming a Life, and they often have many more lives than a normal character. Bosses that appear later in the game are also more powerful than those that appeared in the earlier stages. Even if it's the same Boss from an earlier stage who has returned in a later one, she will be more powerful than she was before. Cheating Jerks, remember?

When in a Stage Boss role, the character is modified accordingly, mostly based off of the stage she is appearing in, but the number of PCs she has to face is also a small factor. Please see the chart below.

The defeat of a Stage-Boss is worth 5,000,000 points to each player regardless of who gets the kill.

If a Stage Boss gains more than three opportunities to strike as a result of being a Stage Boss, no more than three opportunities can be directed at a single target in a single round.



Stage Boss Stage Modifiers

Stage Bonus:	Evasion:	Striking:	#Strikes:	Reaction:
Stage 1	+1	+1	+0	+1
Stage 2	+1	+1	+0	+1
Stage 3	+2	+2	+1	+2
Stage 4	+2	+2	+1	+2
Stage 5	+3	+3	+2	+3
Stage 6	+3	+3	+2	+3
EX Stage	+4	+4	+3	+4

She gains two additional Lives for every PC she is simultaneously pitted against when facing more than one PC.

She only has 5 Bombs total for the whole encounter. When she loses a life, her Bombs are not reset.

The background of the page features a large, circular diagram with a purple and blue gradient. The diagram is filled with various symbols, including arrows, lightning bolts, and geometric shapes. A large, glowing yellow triangle is superimposed on the diagram. A woman with blonde hair, wearing a purple dress and a crown, is pointing her right hand towards the triangle. The diagram is surrounded by a decorative border of orange leaves and a dark, ornate frame at the top.

CHAPTER VI - EXPERIENCING THE GAME

Not Just For GMs

Although this chapter focuses on how to create an Incident, or at least how I go about creating my Incidents, there might still be some valuable insights for players as well as GMs. However, I do discuss certain aspects of the adventure Summer of Ebullient and Frozen Paradise which might spoil the Incident for players who haven't experienced it yet. If you haven't, and think you may be in the future, I would encourage you to not read this section until after you've completed the Incident. There is nothing in this chapter so urgent that it can't wait until some vague and uncertain future-time.

What I Wanted To Do

The thing I first thought about wasn't what the objective of the Incident should be, but rather what I wanted them to see and experience along the way. I made a short little list which went as follows:

- I wanted to have Cirno as an early encounter.
- I decided that I wanted to have lots of snow in mine.

That was it. That was really all I wanted to have. So, armed with this incredibly lengthy and demanding list of desires, I continued on.

Creating An Incident

Incidents are the adventures the player characters are taken through by the GM. They are roughly parallel to a single installment of the Touhou series; the events of Perfect Cherry Blossom from start to finish are considered a single Incident, for example. A typical Incident revolves around getting to the bottom of some weird event that has upset the delicate balance of things in Gensokyo. This isn't to say all Incidents are like this, and there's nothing wrong with changing things up from time to time, but the vast majority of them should revolve around restoring balance to Gensokyo's ecology.

In order to help you create Incidents of your own, I have included the reasoning I used and the processes I went through when creating Tale of Phantasmal Land's first Incident to include with this book, Summer of Ebullient and Frozen Paradise.

What I Needed To Do

I had to consider the fact that this was not being tailored to a specific group of characters (which I admit, is usually what I like to do), and that instead I had to create something capable of accommodating a wide variety individuals. However, because the vast majority of Incidents are driven by events that are not of the player character's designs, this was actually quite easy. In most cases, I just thought "What would ZUN do?" and went from there.

Incident Inspiration

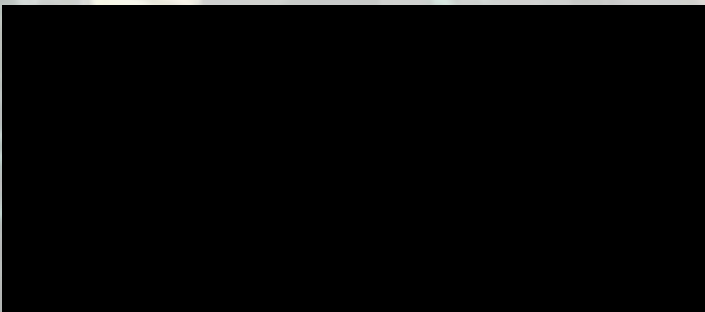
I won't lie; I fumbled around for a couple weeks wondering exactly how my snow-based Incident was going to work. I toyed around with a few possible causes, and worked with the premise that something wasn't actually creating the cold, but was instead sucking the heat out of Gensokyo, so the cold and snow was actually a sort of side effect. Then I went on to focus on what could be going on in the Human Village that would have everyone celebrating. "A festival," was my own obvious answer. So I immediately asked myself, "Was there a real-world festival I could use for this?" The short answer is yes, the longer answer is that after a quick search for "Japanese Festivals" returned a



variety of results, this was quickly narrowed down to just one that happened in late summer: Tanabata.

The absolute best part about Tanabata is that there is a myth that factors into the festival, so I wound up throwing away my earlier ideas and deciding to build the story behind my Incident around this myth. ZUN has used myth and history to create many of the stories for his games, and it's easy to understand why. My advice to you is that unless you have had an idea strike you like a thunderbolt right off the hop, turn to myth and history.

The story behind the Tanabata legend is quite simple, a woman from the heavens descended to earth to enjoy a bath. While she was terrestrial, a nearby farmer stole her clothing which she needed to return to the sky. When she asked him about her clothing, he denied any knowledge of it, and so she was stranded. She wound up falling in love with him and living with him until she later discovered the clothing he had taken all those years ago. With some modification (just as ZUN had adapted the Tale of the Bamboo Cutter for the backstory of Kaguya and Mokuo) the Tanabata legend would work for Summer of Ebullient and Frozen Paradise.



main encounters, two of which would involve canon characters, but I also had to plan for the possibility that a few other encounters might turn into fights also.



Incident Outline

I drew a small map with the Human Village in the center, since I knew the player characters would be starting there. I considered the possibility that they might go to several different locations, and prepared eventualities for just that sort of thing. In many cases, I didn't expect there to be fighting outside of the "proper" path, so I didn't count those settings as a part of the proper "Stage" progression of the Incident in spite of needing to plan for them. I planned for 6

Hammering Out The Details

With the basic structure and plot defined, it was just a matter of addressing each point in turn and expanding upon each. I built each stage individually, taking care to name and describe a stage, and provide encounters which would help further the plot and steer the characters towards the next stage. I then repeated the stage-building cycle a few more times until my Incident, Summer of Ebullient and Frozen Paradise was complete!

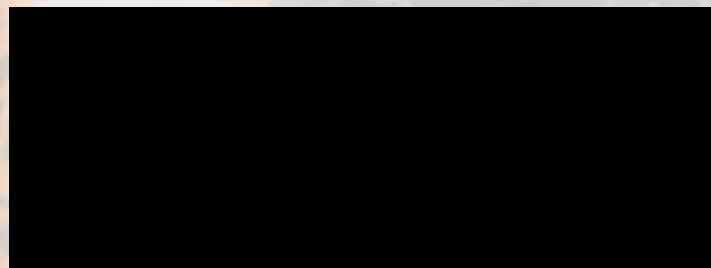
Building A Stage

A Stage isn't just a single location, but more like an entire chapter of a story. Although Stages do tend to be location-based, they may encompass more than one distinct location. Depending upon your needs, a Stage might only be a single house in the Human Village, or it could be the entire Human Village. When creating your Incident, whatever you need your Stage to be is whatever a Stage is.

A Stage typically ends after a major confrontation with a named NPC. Don't fall into the trap of thinking this means always combat, however. Combat definitely remains an option, but depending upon the characters involved in resolving your Incident, they might devise other means of defusing a situation.

Naming A Stage

A Stage name doesn't necessarily have to be named after the location in which it's set. Occasionally, particularly when time is of the essence, stages are named after the event that is unfolding right before the player's own eyes. Either way, Stage names should almost always put a rather fanciful spin on things. In the case of Summer of Ebullient and Frozen Paradise, the



As the game progresses, Stage names should probably put an even more fantastical spin on things, with a greater likelihood of being named after unfolding events rather than locations as the Incident builds towards climax.

When entering a new Stage, the name of that Stage should be announced to the players.

A Short Stage Description

In addition to announcing when the players enter a new Stage with that stage's title, often it's good to accompany this with a short bit of fluff that explains a little about the stage. This is not actually the Stage's real description, doesn't really aid in setting the scene, although it should help to set the mood. The line "*Are the fireflies brighter than usual tonight, or is it just your imagination? Tonight will be a long night...*" taken from Imperishable Night, is a good simple example of this.

The Stage Itself

Because the scope of a stage can vary, the effort involved in creating it can also vary. If your stage is just a house in the Human Village, then you need to come up with a description of that house that you can provide to the players so they can envision where their characters are. Make notes of various things they can interact with or otherwise discover.

If your stage is the whole Human Village, you don't necessarily have to create a description for every home or anything, but instead focus on those areas in the Human Village where the characters are most likely to focus. They might not ever set foot in a house if the event they're involved in is taking place in the streets. Many stages are apt to involve the descriptions of several distinct areas the characters are apt to visit.

It may be worthwhile to draw a map, marking points of interest on that map that you feel are important to your Stage and creating descriptions of those places. Keep your map to yourself, though. Your map is apt to contain all sorts of information that the player characters don't yet know. You should relay through words and description, the setting to your players and if they want to draw a map based on the information you've given them that's fine.

If your players get hung up on something you haven't planned for (and they will), don't worry! Just make things up! This is one of the most fun aspects of role-playing games. But don't be afraid to just flat out



devise a flowery way of saying “There’s nothing here” if you’re worried about the characters getting a tad too sidetracked.

Don’t go overboard planning for contingencies and stuff your PCs stand a good chance of not doing, that’s just a sure fire way to burn yourself out.

Encounters

An encounter is an especially noteworthy event that takes place in a Stage that merits the extra attention of the characters. If you drew a map of your Stage, an encounter automatically merits a point of interest. Encounters might just be someone the players can talk to, or something they could pick up, a trap, treasure, or a fight.

It is entirely possible to devise an encounter on the fly, but they are best thought up and planned out beforehand.

Opposing Personalities

Just as ZUN continually adds new and interesting personalities to Gensokyo, so should you. Drawing upon the existing cast is all well and good, but I think it’s important to not go overboard with it. In the case of Summer of Ebullient and Frozen Paradise, in spite of having a great deal of canon characters around to be interacted with, I only planned for two to serve as Stage-ending encounters. Everyone else had to be created from scratch.

Characters to be used as Stage Bosses and Sub-Bosses are handled in the exact same way the PCs are made. Of course, they will later be modified depending on what Stage they appear in during the course of the Incident and by how many PCs they’re squaring off against.

Using Canon Characters

I know that deep down everyone wants to have their own characters meet their canon favorites and all of that exciting stuff, but in my experience engaging in that sort of thing nonstop is overkill. It can either be intimidating, underwhelming, or maybe even a little bit of both. In this game, canon characters are no longer the heroes, so they can only be cast in two real roles, that of ally or opponent. On top of that, if you make use of so many canon characters so often then the gravity that should accompany these individuals is also quickly lost.

As an ally, it’s important not to have them steal the show; this game is about the players being heroes and doing amazing things, not watching canon characters to the same sort of amazing things we’ve all seen them do in the past.

In the role of an opponent, bluntly, it’s putting a canon character in a losing situation. With some characters this isn’t quite so bad; seeing Cirno or Mystia having to choke down a defeat can actually be sort of liberating. But it’s a little different with people like Reimu or Alice. In Stage 4 of *Mountain of Faith* Aya was defeated, but Aya maintained that she threw the match intentionally so that she could then watch how the heroine would go on to resolve the rest of the Incident. Until your players are at the helm of characters who have amassed an immense amount of ability, any of the Gensokyo heavyweights will basically have to do as Aya did, should weaker characters pick fights with them. As an excuse “pulling punches” wears thin quickly, and even victories in this sort of situation can often feel hollow. Giving your players more suitably matched foes is a more rewarding experience.

Unknown Was Her

The solution to not relying on canon characters all the time is to create your own. You are capable of imbuing characters you create with as much of a personality and history as any canon character. On top of that, should you be involved in an extensive campaign involving the resolution of multiple



instances, having a later encounter with someone the player characters met in an earlier Incident has the potential to be just as interesting an encounter as any of the canon characters.

Gameplay

These are just a couple things I tend to do in the interest of maintaining balance and fairness. Since the goal of the game is to have fun, be entertaining and be entertained, when running a game it's important to know that your objective isn't to actually win. It's more about weaving a dynamic tale and striving to keep things interesting.

Distribute Your Attacks

When you're in control of a bunch of foes that the party is fighting, it's best to distribute the attacks among a variety of players rather than just focusing on one. The PCs need to communicate to act as a cohesive group, whereas GM-controlled enemies do not, yet multiple GM foes are not more likely to know what one another are thinking. If the foes in question are Fairies, Kedama, or some other type of scrub foe, I can pretty much guarantee that they have absolutely no concept of coordination, much less any sort of master plan.

If you don't trust in yourself to randomly choose which player to attack, just take a d6 and say 1-2 = PC1, 3-4 = PC2, 5-6 = PC3 or something like that. But again, in the interest of keeping things interesting, if the dice soon have one of your PCs in a world of hurt, be prepared to just ignore any random rolls and beat on one of the luckier characters for a round or two.

Hide Your Dice

Although player rolls need to be done out in the open where everyone can see them, this is not the same for GM rolls. There's nothing saying a GM can't roll

out in the open alongside her players, but sometimes it can work out for the best to keep more sensitive rolls hidden from prying eyes. This way, if a dice roll is unfavorable, you can outright lie about it to the players without them knowing. This sort of behavior is called "fudging", and it is a time-honored GM tradition.

It is important to stress that this sort of thing is mostly done in favor of the PCs, and not NPCs.

Roll Dice For No Reason

This is one of my favorite things to do. Making a roll for no other reason save one: to make your players think that something is going on, that they've missed something, or just to otherwise set off alarms in their heads.

Describing Stuff

As the GM, it is important to present your players with a vivid description of the surroundings their characters find themselves in. We're not talking Dostoyevsky-calibre descriptions of things here, but just enough to make the surroundings seem familiar and comfortable to interact with.

For players, taking advantage of these backdrops can not only make your character's actions seem more natural, but they can also reinforce the atmosphere for the other players, and even encourage them to be similarly creative. When players can build off of one another in this fashion, it really breathes life into a game.

Handling Treasure

As characters progress through various Incidents, they're apt to encounter things they want to pick up, either because those things might come in handy later, or just because they're kleptomaniacs or thieves. What constitutes a treasure, exactly, is a

matter of opinion. The sorts of things most people will think of first are apt to be enchanted weapons, but treasures don't always have to be weapons, or even magical. A satchel containing an extremely rare and exotically flavored variety of tea leaves might be just as valuable as any old magical sword, depending upon the perspective of the finder. Being able to offer Yukari some badass tea would certainly get you a lot further along in an encounter with her rather than brandishing some sort of weapon in her general direction.

Don't feel pressured into supplying an abundance of magical treasures just because "that seems to be how RPGs work", because that isn't the case at all. If you load up your cast with all sorts of magical goods, all too soon will any additional magical things feel like they're old hat. To put this a little more into perspective, a vast majority of canon characters have no magical goods at all. A few such characters really only have or make use of one treasure, which they cherish and love. Marisa has a habit of collecting all sorts of magical items, and even then she neglects most of them except for her Mini-Hakkerō. Rinnosuke's most prized possession in the world is a small oil furnace. It's not even magical, and yet he treasures it and can't bear to be parted with it.

I'm not saying don't provide the player characters with any magical goods, but I am suggesting you also consider a myriad of other items that might be just as precious and interesting: better quality clothing, rare crafting materials, mundane items from the outside world that have fallen into Gensokyo, exotic foods or drinks.

Knowledge As Treasure

The power and importance of knowledge cannot be stressed enough. If it turns out that one among your PCs has earned a fabulously powerful weapon which gives her a distinct edge compared to her companion PCs, you don't need to give the other characters comparable weapons. Consider rewarding the other characters with knowledge, and not hokey IC knowledge or anything like that, but with things like spellbooks, or other means of approximating

the Fandom Point value of the fabulously powerful weapon. Although the weapon-user might have gotten hers first, she might be envious to hear that one of her companions lucked into a Spark lesson with Marisa!

Creating A Character

Alongside the character creation rules, I included little sidebar sections where I demonstrated the creation rules using Izanami Hashidoi. However, there are some aspects of character creation that you may inevitably be faced with that I did not address.

Min / Maxing

This is a process whereby a player creates a character with the express purpose of minimizing the negative aspects of the character while maximizing her effectiveness in certain fields (or as many fields as possible). Sometimes this is called Twinking. It's generally kind of a bad, shallow thing to do. Min/Maxing tends to place a heavy focus on combat, although it is just as easy to min/max a character towards more social or exploration aspects of the game.

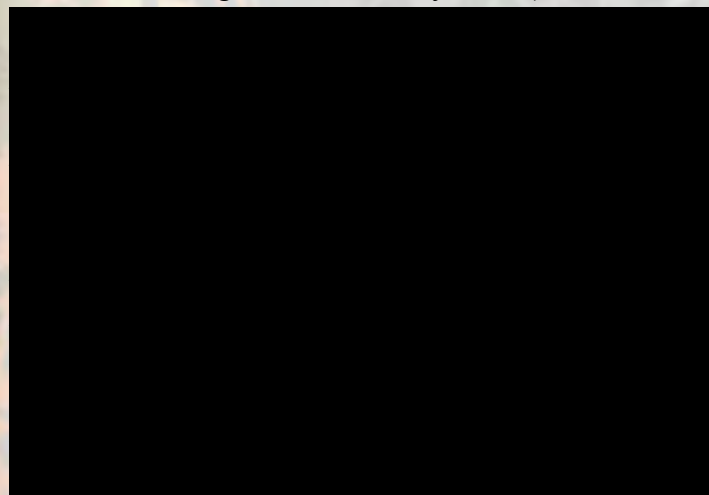
It's okay to build a character to be more effective at certain things than others, if this sort of thing wasn't encouraged then there'd basically be no point in having a gameplay system to handle all of this, but the process of min/maxing places the importance of a character's statistics before the importance of the character. The Touhou series has really become popular because of the personality and charm of its cast, min/maxing is basically anathema to that.

There's no real way to prevent some shallow yutz from trying to do this, and if you're new to this game it might even be hard to spot, but as time goes on you'll begin to pick up on things. As you do, don't be afraid to go extra hard on min/maxers, because in min/maxing they weren't afraid to go hard on you.

Coming Up With Names Is Hell

When making new personalities, probably the toughest thing I have to do is devise names for them. I do not have a background in any sort of Japanese study, but I still like to think I'm okay at coming up with reasonably okay names. It's nothing some casual browsing isn't capable of fixing. Some of the names I've created so far have very simple origins:

Izanami Hashidoi: Izanami is named after Izanami no Mikoto, the first woman created and charged with (along with her male peer, Izanagi) shaping the world. I actually came upon her while looking for mythological weapons to add in the treasure section, and thought that Izanami would be a good name for my first character. The first woman created for Tale of Phantasmal Land. Her family name, Hashidoi, is the Japanese word for lilac trees. This decision was in part because of Momiji, whose first name is the Japanese word for maple, or birch. I decided that since Izanami was a White Wolf Tengu also, I would go with a tree-name also. (Even though Momiji is a given name and Hashidoi is being used as a family name.)



I would like to think these names will serve their purposes well. I admit I put more effort into Izanami's name than I did the other characters I created, but unless you'd read this first and decided I'm terrible at name making decisions and reasoning, odds are you've probably got no quams with my naming schemes. If it so happens that you're even better at coming up with names than me, then what are you worrying about?

Also, this is Gensokyo! Don't feel limited

to Japanese or Japanese-sounding names alone. You probably know already that there are plenty of individuals in Gensokyo who possess names with origins outside of Japan.

Religion and Philosophy

It should probably come as no surprise that the Touhou mythos is drawn heavily from eastern religion and legend. The source material is so vast that it's simply not feasible for me to cover all of it without spending another year or three tripling the size of this book. The simple truth is that I'm not really sure what all I can say, other than to be aware of these, and perhaps consider them when creating a character or an Incident.

Buddhism and Shinto

Buddhism alone is so vast and complex I'm not sure I can summarize in a fashion that would do it the justice it deserves. About all I can say with absolute certainty is that Buddhism in Gensokyo is derived from the Mahayana branch of the religion. Similarly, Shinto has a complex history, further complicated because after Buddhism arrived in Japan a significant amount of overlap occurred between the two in everyday life.

There are both Shinto and Buddhist shrines in Gensokyo. Many Human Village households might actually feature small shrines in them, thusly limiting the need for dangerous treks to the Hakurei Shrine and adversely impacting the donations Reimu might receive.

The Eight Million Gods

One Shinto topic I will slightly expand upon is this: Many inanimate objects possess spirits, and should that object survive for more than a century or so it will begin to take on a life of its own in a fashion



similar to how animals who live an exceptionally long time go on to become Beast Youkai. The thing about inanimate objects however, is that they have ever been at the mercy of people prior to their elevation. Consequently, it is common to treat inanimate objects with respect, and take good care of them, that should the object survive for a century and become Youkai, it will look upon its past owners with fondness. Mistreated or abused objects may choose to seek retribution for any suffering they experienced at the hands of a bad owner.

Lastly, “Eight Million Gods” in this case doesn’t imply that there are just eight million of these spirits. In this case, the eight million basically means infinite.

It is said that newer, modern objects do not possess a spirit in the same way classic items do, so there are no Youkai televisions or toasters or anything.

Handy Resources

<http://en.touhouwiki.net/> - This is pretty much the best collection of Touhou information in the English language.

Yin and Yang

Factoring greatly in the symbolism of Gensokyo is Yin and Yang. It’s common to make the mistake of thinking that Yin and Yang represent two polar opposites maintaining a balance. This is not exactly the case. Yin and Yang is more accurately representative of two complementary forces that combine to make a greater whole. Although Buddhism and Shintoism are the prevailing beliefs in Gensokyo, the idea of Yin and Yang, which is derived from Taoism, is still quite prominent.

Everything and everyone in Gensokyo possesses both Yin and Yang.

There are two popular graphical representations for Yin and Yang, the Taijitu circle and the eight trigrams of the I-Ching. (The former I know you know, and the latter is featured on Marisa’s mini-Hakker.)



TALE OF PHANTASMAL LAND

Name: _____ Player: _____

Title: _____

Race: _____ Height: _____ Eyes: _____

Sex: _____ Weight: _____ Hair: _____

Age: _____ Abode: _____

Character Doodlebox. Don't forget your hat!

Main Statistics:

____ MIGHT
____ FINESSE
____ RESOLVE
____ WILL
____ CHARM
____ CUNNING

Combat Statistics:

LIVES ____/____
EVASION ____
HITBOX RATING ____
STRIKING ____
BOMBS ____/____
REACTION ____

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Endearments:

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Skill:

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Lv. ____ - _____

Spell Cards:

Sign: _____ Name: _____ Invulnerability: ____ Rounds

Round 1:	Round 2:	Round 3:	Round 4:	Round 5:
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_____	_____	_____	_____	_____

Sign: _____ Name: _____ Invulnerability: ____ Rounds

Round 1:	Round 2:	Round 3:	Round 4:	Round 5:
_____	_____	_____	_____	_____
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Belongings: _____

ROLE-PLAYING GAME FOR INTERNET OR TABLETOP PLAY

東方 RPG

- TALE OF PHANTASMAL LAND -

Good Ending #3...

So this is the second-and-a-half-version of this book. I admit 100% that the formatting in this one is much sloppier than in it's predecessor, but this is because a completely revamped and different version is just around the corner. I only made this version to provide the current ruleset to interested players since the rules in the earlier pdf had gotten pretty outdated. I didn't want to put too much effort into something that was going to be outdated so soon.

The next version, the real "Version 3" will look nothing like this book. Information about Summer of Ebullient and Frozen Paradise won't be spoiled, and the whole adventure itself should be present. There shall be a greater presence of icons and coloration to represent things like Special Abilities, Magic Spells, statistics, skills, elements, etc.

Thank you for taking the time to download and browse though this book! If you happen to make actual use of it, I would enjoy hearing about your experiences and feedback if you're so inclined.

This is a free fan work.

A BAHAMUT GAME