Touhou Luna Nights

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Welcome (back) to Gensokyo! Although a little different than you might remember. You see, here the vampire Remilia Scarlet has commissioned Patchouli Knowledge to create a copy of the Scarlet Devil Mansion so that her unstable and immature sister, Flandre, can play around without actually hurting anyone. In the middle of this, Sakuya was volun-told to get in the alternate dimension and test/play/smash it a bit. Which now includes you too, having been pulled into this world, and worse; this alternate Gensokyo is starting to attract the interest of other powerful people for its effects on the real Gensokyo…

Race:

Human (free): You're a human. Species *Homo sapiens*. A miserable little pile of secrets. A medium-sized creature prone to great ambition. Humans here are every bit as unremarkable as nearly anywhere else.

Vampire (-300): You're a classical vampire. You have fangs to drain blood which you subsist on, you are inhumanly fast and durable, you can turn into bats and can summon bats as minions. However, sunlight burns you, you are weak to flowing water (including rain) and silver cuts through your natural defences.

Origins:

You may choose to begin anywhere within the replica Scarlet Devil Mansion. You may change your gender for 50 CP.

Drop In: You appeared out of nowhere. No background, no memories. You're a wild card.

Servant: You work for the Scarlet sisters, or rather, *worked*, up until you suddenly got pulled into a bizarre alternate dimension. In the past, your duties involved cleaning the mansion, preparing meals, and kidnapping the occasional human to butcher.

Mistress: You're a third member of the Scarlet family, quite probably a vampire or else you'd have some serious explaining to do since the other two sisters are around five centuries old.

Witch: You're a magically inclined person. Maybe you, like Patchouli, work in the SDM library and was roped into Remilia's game. Or perhaps you were here to loot the same library again before you got roped into it with the others.

Shrine Maiden: You're a servant of one of the many, many gods of Gensokyo, perhaps even working at the Hakurei Shrine itself. You were enjoying another peaceful day in Gensokyo when this new alternate dimension started to play havoc with the Great Hakurei Barrier. Naturally, you barged in uninvited and resolved to beat everyone up.

Perks:

Perks are discounted for the relevant origin; 100 CP perks are free instead of discounted.

General Perks:

Flight (-200): You can fly. You can fly as fast as you can walk (or run, this will tire you like running), and can easily manoeuvre in three dimensions.

Infernal Immunity (-300): You are cannot be hurt by fire. Fire based attacks and traps will simply curve around you, leaving you perfectly untouched (even by convection). You may turn this off, in case for some reason you wish fire to affect you normally. You may instead choose another classical element if you wish.

Subverted Sealing (-400): Your powers, items and other special abilities cannot be permanently lost. While people are still able to suppress, steal or otherwise neutralise your own powers, you will find such a thing will not be permanent. Perhaps an unexpected saboteur shows up to assist you reclaiming your powers, perhaps you will find new paths to where they've been hidden, perhaps they may even fumble their magical sealing and put one far too weak on you that you can break through with effort. Know that it will always be possible – though not easy – to recover anything you have lost.

Drop In:

Drop Rewards (-100): Enemies you defeat will explode into gems, non-lethally if you defeated them without killing them. The difficulty of the enemy will influence the quality of the gem, easy enemies may drop mere amethysts while very difficult enemies will drop up to diamonds. See the Items section for a brief overview of exactly what the gems do.

Metroidvania Movement (-200): You have excellent agility. You can double jump by throwing something downwards (such as a pair of knives), glide and easily reposition yourself in the air, dash at twice your speed, and you simply will not get tired at all, no matter what sort of fancy agility moves you pull off.

Small Hitbox (-400): It's very hard to actually hit you with something. In fact, anything that strikes you outside your stomach area seems to just pass through you harmlessly. Anything that does hit your stomach will hurt you just as much as normal though.

Grazier (-600): Narrowly dodging attacks restores your health, limited-use items and special abilities. Very easy to completely heal yourself and recover your abilities as long as you are good at near misses, however this gives diminishing rewards the more supernatural abilities stack your chances in your favour, such as grazing attacks while time is stopped. Still, with a bit of dodging it's entirely possible to totally refresh yourself in the middle of a battle. Unfortunately, actually getting hit by the attack will naturally spoil this.

Servant:

Padded Clothes (-100): You can hide an effectively unlimited supply of anything smaller than a chainsaw or sword in your clothing. Somehow. This will not affect your movement or even weight even when you're carrying a hundred or more knives on your person.

Non-Lethal Combat (-200): You have ability to, when you want to avoid killing someone, somehow avoid seriously injuring them even when you're turning them into knife swiss cheese, hitting them with a chainsaw, attacking them with a magic sword, or making them explode. In fact, you can use any of your dangerous weapons or attacks, and all you'll ever give someone is a bunch of bruises. Additionally, as long as you aren't trying to kill someone in battle, they will reciprocate and try to avoid killing you too. Captured, humiliated, yes, but not killed in battle.

Knife Tricks (-400): You can perform a bunch of supernatural throwing tricks. Firstly, you can throw things in such a way it homes in to the nearest opponent even if you originally flung it in a completely different direction. Secondly, you can throw three items at a time. Thirdly, you can make objects you throw pass through intervening walls and similar barriers, unless those barriers are magical. Fourthly, you're a master at throwing things so they ricochet indefinitely until they strike someone you actually want to hurt. Fifthly, you can throw everything on your person at once in a matter of seconds, although this will be exhausting. And sixthly, you can throw things in such a way that they spin and function similar to a drill.

Lunar Dial (-600): You have a small power over time itself. You can freeze time for everything except yourself, starting at sixty seconds maximum, requiring another sixty seconds to fully recharge, and you can improve this maximum with practice. Be warned that using special abilities and even attacking will eat away at your available time stopped quickly. This does freeze water too so be careful. Alternatively, you can simply greatly slow down time for everything else for about ten sends (again, you can increase this number), turning you into a flashing blur from the perspective of the world around you.

Mistress:

Not Going Home Yet (-100): You're very good at stopping people from leaving before you're done with them. If you so choose, you can bar all the exits from your location, and more importantly, completely stop anyone from travelling between dimensions. This effect can cover an area roughly equivalent to the Scarlet Devil Mansion at once.

I'm Sorry (-200): You will be forgiven and not punished for any of your transgressions less than outright murder as long as you sincerely apologise for what you have done. Even a vengeful, borderline homicidal rampage in a vampire with poor impulse control will let go of her wrath if you say the magic words "I'm sorry".

Happy Merchant (-400): You have the ability to trade gold to boost people's abilities, experience and similar as long as you receive a fair compensation, which may also apply to yourself. Gold vanishes if you use it for this purpose. Or instead, you can trade gems for gold, gems also vanish if used to create gold from them. You can also craft items (from gems) that will let people refresh mana, health or special abilities on use.

BUT IT WAS ME, JUMPER (-600): You're a master at disguising yourself as other people. Even a simple wig and a dress could see you disguised flawlessly as someone else. You can also exactly copy their speech patterns and the sound of their voice. Additionally, when you're disguised as someone, you're somehow able to pull off all their abilities and come up with copies of their gear.

Witch:

Master Thief (-100): You're very skilled at borrowing things without asking for permission and not giving them back. You could sneak into a guarded mansion pilfer a bunch of books and get away scot-free despite wearing a very distinctive garb.

Gemcrafted (-400): You have the ability to turn use the power of gemstones to create an alternate dimension full of replicas of terrain and people. Additionally, you know how to create loyal, obedient monsters who can fight for you, or perhaps just guard your alternate locations.

Witch Magic (-400): You can cast balls of energy that home in on your target, which can take on multiple configurations based off of the Chinese elements from paper dragons to bouncing balls of fire, manipulate books to use them as a secondary casting point for you, and of course, fire a great fucken big laser called the Master Spark.

Custom Loadout (-600): You're adept at adjusting your powers to target specific opponents on the fly. With a bit of preparation, you can change how your powers, minions, items and the like work to directly take advantages of enemy weaknesses or nullify any advantages they hold, such as allowing them to continue moving or attacking while time is stopped.

Shrine Maiden:

Barrier Breaker (-100): Very good at violating boundaries meant to keep you out. With a bit of time and preparation, you could easily bust a hole in between pocket dimensions and get in that way. Keeping you from getting in will be rather difficult.

Beat Some Sense Into Her (-200): You can have the bizarre ability to make people more rational and willing to listen by fighting them. The more you hit them the better they'll listen to you, actually defeating them in some kind of combat will convince even the most intractable battle-loving drunkard to give you a fair hearing and be much more likely to obey any demands you make.

Maiden Magic (-400): You can throw balls of fire, summon lightning above your body (helps prevent people jumping over you), craft specialty sealing ofuda that can either freeze your enemies in place for a few seconds or be flung around as disposable chaff to prevent your enemy's attacks from hitting you, and summon yin-yang orbs up to twice your body size. The yin yang orbs hurt a lot because they are very big and getting hit with one is no joke.

Get Serious (-600): When defeated in battle for the first time in the fight, you can instantly heal yourself, refresh all your special abilities, and all your abilities will be roughly doubled until you are either defeated again or the battle ends. You need to be alive to use this ability, however. Making a dramatic speech about using your full power is recommended, but not necessary.

Items:

Items are discounted for the relevant origin; 100 CP items are free instead of discounted. Lost, used, or destroyed items respawn monthly. You are permitted to freely import any similar items into purchases here.

Frilly Costume (free): You have a very frilly, very stylish costume. It has no particular traits beyond being clothes. You are free to customise its general design.

Gems (-50): Magic crystals that somehow improve your abilities, though not all that much until you start stacking a great deal of them. Every purchase gives you one hundred and fifty amethysts (which improve your graze rewards), thirty aquamarines (which improve the rate at which your MP recovers), fifteen topazes (which improves your special ability recovery rate), eight rubies (which improve your defence), seven sapphires (which improves your attack power), five emeralds (which helps your health to recover), and one diamond (which improves both attack and defence, twice as much as rubies and sapphires do). Additionally, they can be used to power monsters and traps, with more powerful ones requiring higher quality gems.

Gold (-50): You have a thousand gold, which is the local currency here. It returns in a month if you spend it all.

Drop In:

Stun Weapon (-100): You have an electrified weapon, possibly a knife or something similar. When it hits someone, it produces a painful and incapacitating jolt of electricity, enough to render most monsters briefly incapable of action.

Recovery Items (-200): You have three magic items. The first fully refreshes your health. The second fully refreshes your “mana” or similar magical power, and the third fully refreshes your other special abilities.

Vending Machine (-400): Drink from the soda for a one-use full restore of all your injuries and roughly trebles your regeneration of “mana” until it is fully refreshed – this does not stack with itself. Needs to be left alone for a few seconds between uses. It’s a big, heavy soda machine though so don’t expect to easily lug it everywhere and it needs to be plugged in to work.

Kappa Kapsule (-600): You have a green and blue mech, obviously designed by the kappa Nitori. It can use its own jets to take off and fly around, in addition it can fire landmines, independently firing laser gun platforms, and has a pair of twin-linked laser machine guns on the sides. Finally, it is particularly solidly built and can take quite a beating before being destroyed.

Servant:

Knives (-100): One hundred balanced, throwable silvered knives, if used they return at about one every second.

Chainsaws (-200): You have ten chainsaws. Despite their normal size and weight, in your hands they are extremely light and can easily be hurled a reasonable distance for a chainsaw, and it is very good at getting stuck in the body of someone, where the whirling, spinning teeth will inflict some grievous injuries.

Shielding Dagger (-400): You have a pair of daggers and intricate clockwork mechanism that, upon activation, oscillates around your body for five seconds, blocking attacks aimed at you and cutting anything that gets close. Unfortunately, its damage output is rather mediocre, but it can still kill people if you keep pressing them up against the bladed cage.

Lost Holy Sword (-600): You have a sword wreathed in a crackling energy field. It's capable of flight and independent action. You may order it to fly off and unerringly attack a specific target or go hunting on its own for enemies (including ones you may not have noticed). This does not require any particular concentration to use; you may move around and fight on your own while your sword assists you.

Mistress:

Magic Sword (-100): Like the sister's magic swords, you have one too. You can channel your own magic, if you possess it, through the sword to cast any magic you know. Other than that, it's a very nice-looking weapon.

Time Freeze Camera (-200): You have a vintage, 19th-century style camera. Anything caught in its photograph is instantly frozen in time and space for about three seconds, allowing you to hurt them without repercussions. It may be used repeatedly, though it suffers a six second cooldown after each photograph. Worth noting is that this effect works through walls, to a distance of about twenty feet.

Nitori Express Hotline (-400): Allows you to call in a friendly Kappa merchant to sell you upgrades to your powers at ever-increasing costs. Alternatively, you can give this to someone else to allow them to bring you from anywhere else in the same dimension. You are free to choose a suitably dramatic entrance.

Gemstone Wings (-600): You have a pair of "wings", that are more like tendrils with gems attached to them, coming off your back. You can use these to fly, shoot beams and balls of energy, slice people by swinging them, and create five copies of yourself that can attack independently, though they vanish if they are struck and every copy vanishes if you yourself are hit. These effects will continue to grow stronger the more gems you feed into the wings.

Witch:

Witch's Broom (-100): You have a broomstick, when you are seated upon this you can fly around in every direction; ducking, weaving, standing on it to cast spells, and similar feats of skill are second nature to you. Surprisingly comfy, despite being wooden.

Cannon (-200): You have a large, antique looking bronze cannon and ten cannonballs and enough powder for it. The cannonballs it fires are roughly the size of a fairy and naturally cause some serious injury on contact. Comes with an optional fairy maid to fire it instead of yourself.

Library (-400): You have a copy of the Scarlet Devil Mansion's library. It's very extensively furnished with grimoires and other books containing extensive information on magical arts and the world around you. You could easily teach yourself or someone else magic with the contents of the library, if you had the patience to study the vast trove of wisdom.

Mini-Hakkero (-600): You have a small (it can easily be held in one hand) magical furnace. It's an excellent magical amplifier, enabling you to significantly multiply the damage and power of any spell you cast using it as a focus. Additionally, it's a nice source of warmth or cool air.

Shrine Maiden:

Gohei (-100): You have a gohei, a magic stick with zig-zagging paper streamers. Despite its apparently fragile construction, it is extremely durable, can be swung around like a whip and hurts a surprising lot getting hit by it.

Torii (-200): You have a pair of wooden torii, that you carry and place anywhere you like. Anyone – friend or foe – who enters a torii can instantly teleport to any other torii at once. You do know how to make more, as well.

Ofuda (-400): You have a hundred specialty sealing ofuda. If someone who is not you touches it, they will be frozen in space and time for three seconds, enabling you to hit them with follow-up attacks. Despite this, they're still paper and can be destroyed like paper as long as it is not attached to someone, and you would need to throw them in volume to reliably seal someone. **If you have Maiden Magic, you receive a discount on this, which becomes free if you are a Shrine Maiden.**

Shrine Battle Fortress (-600): You have a floating pseudo-fortress with which you can fight. It can summon small teleportation holes, enabling you to redirect your ranged attacks into unexpected directions, summon special ofuda shields that can block a single attack each, and shoot out lightning bolts and fireballs.

Companions:

Import (-300): With this option, you can import up to eight companions or create up to eight custom companions. Each companion gains 600 CP to spend throughout the jump document, as well as any discounts and freebies they're entitled to. Companions may not take drawbacks.

Canon Character (-100): For 100 CP, you may take any one canon character you convince to join your chain as a companion.

Drawbacks:

Horrible Communication Skills (+100): You… seriously lack something in the "talking" department. Sure, you can string together sentences, but you have a terrible habit of not telling people very important information that they desperately need to know, like for instance your suspicions about who is tearing up your fake mansion, or the reason you're pinching someone's precious goods.

My Precious (+100): Someone has stolen something very dear to you. You are very angry about this and want to go beat them up. You are free to choose which character has stolen your precious things, and you are more than willing to tear this whole faux-world down to get revenge on them.

Asthma (+200): You have a bad case of asthma, while it is not severe enough to be life-threatening, you will find that you are regularly short of breath and cannot exert yourself for very long.

Gullible (+200): You're a little too trusting for your own good. You won't question frankly improbable and suspicious events, preferring to take their explanation at face value. After all, the kappa merchant couldn't possibly be suspicious…

Spell Cards (+300): All of your attacks have been replaced with spell cards; all of them suffer glaring gaps that can be dodged or woven around with enough skill. Spell cards were designed to prioritise aesthetics over battle effectiveness, which you will become intimately familiar with.

Suspiciously Well Designed (+300): It seems this mansion was specifically designed to challenge you. Random enemies scattered around will have ways around your own powers that would ordinarily make defeating them easy, such as being able to move when time is stopped or having powers that shut down your supernatural abilities.

Scenario: 100% Completion

By taking this scenario, you instead start replacing Sakuya as the current ~~victim~~ tester of the mansion. Somehow, all your out of jump perks, items and the like are missing, while any in-jump purchases that can logically scale shall be reduced to a tenth of their effectiveness. They have, in truth, been scattered around the fake mansion in creatively hidden places, or else in the hand of a friendly kappa merchant willing to trade you gems to get them back. To succeed in this scenario, you must adventure through the mansion, defeat the "bosses" who are Meiling, Marisa, Patchouli, Remilia, Flandre, and Reimu, and recollect all your lost items and perks. The jump will not end until you have totally completed this scenario. If you are defeated here, you will fail this scenario and lose everything you have purchased in this jump document, though your chain will continue as normal.

If you succeed, your rewards are twofold. First, you gain a copy of Flandre's power that started the whole plot in a nutshell. If you can visualise the "eye" of an object inside your hand, it will move there, and if you then crush it, it will be totally destroyed if it can possibly be destroyed, regardless of the intervening distance. Typically in a dramatic explosion.

Secondly, you get the fake mansion to come with you. As it was originally designed to be a playground for Flandre where she could go hog wild without risking harming anyone, you too can continue to smash it apart for gems. The monsters within it will respawn instantly the moment you leave their room, though the few people inside it during the plot will not be coming with you as well.

Ending

You know the drill here. Do you

Stay, in this version of Gensokyo?

Return Home, after your crazy adventure?

Or do you **Continue** onwards to a new world?