



Saya no Uta

By Valeria

Introduction

It is 2003. The world is normal. Why would it not be? Humanity goes about its business as it always has done and, as it believes, it always will do. Unaware of the truth of this world or the presence of any other world. But other worlds do not remain so blind to Earth and its fertile soils. Not anymore.

A few years ago, a strange light came down from the sky and was discovered by an old Japanese professor by the name of Ogai. This light turned out to be a creature from a world not like ours. Ogai took that creature in and raised it like his own child, naming it Saya. He taught it to feel and to love despite the horrific visage the creature presented but he eventually died of mysterious causes. The creature named Saya would soon enough venture out into the world, seeking to accomplish a purpose that was instinctual to her. Reproduction of her species.

A few months ago, a man named Fuminori Sakisaka was in a car crash, which ended the lives of his parents. An experimental procedure saved his life but made him see the world like he was in hell itself. Months of staying in the hospital recovering healed his body but worsened his mind, which saw all other people as horrible demons and the world around him as a flesh bound horror show. But then Fuminori met Saya. Saya, who was a monster so terrible she broke the minds of any humans who saw her for too long, appeared as a beautiful young girl to Fuminori.

In a few days, Fuminori will leave with Saya to go back to his home. Their growing relationship, and Fuminori's growing madness, may lead to the entire world being placed under threat. But there are those among humanity, few but they are there, who are aware of the threat Saya poses and are trying to find her to stop her.

You will spend the next ten years in this world, whether it remains what humanity believes it is or becomes a nightmare brought to life is down to your actions. Take these 1000 Choice Points (CP) to help you in your future here.

Origins

Patient

A terrible thing happened to you recently, a nasty accident in traffic that landed you in hospital. It might have even removed the memories you have in this world, though that is entirely optional with this option. You've got a few friends that come by regularly to check up on you and you seem to be healing well, meaning you'll be out of here in just a few days. Some of the other patients have been telling some scary stories about monsters roaming the hospital at night too. Unsettling stuff.

Researcher

The strange and otherworldly is familiar to you. You've spent most of your adult life chasing after evidence of aliens, demons, magic or monsters. You're not some quack though, you made sure to properly educate yourself and become a respected member of your community first. It was good to keep up appearances but recently, you came across some real clues. The stuff you'd been searching for finally had a solid lead, taking you to Tokyo, Japan to search for a special creature.

Friend

Life's been pretty good for you recently. You've got a good job, your own home and the interest of a few charming potential partners for romance. Sure, your friend Fuminori got in a nasty accident a few months ago but he seems to be recovering well. He might act weird at times but he'll get better. You just need to stay and be a supportive friend. Surely, nothing can go wrong?

Monster- 100

Not from this world or even this dimension. You are one of many aliens that has crossed to this plane of existence from elsewhere, though maybe not exactly the same as the one already on this planet. Your physical form is not something that most human minds can handle, usually ending with all but the hardest minds breaking on seeing you, and your physical body is frighteningly strong and fast, enough to take shotgun blasts head on and keep going while tearing humans limb from limb with ease. You can shift the shape and size of your form, going from a towering blob of meat and tentacles that can fill an entire room to a tiny barbed creature that fits beneath a couch in just a second or two of ugly cracking and tearing noises. You are vulnerable to temperatures below freezing however, so watch what climates you go to.

Your gender is the same as it was previously. Your age in years is $20+2d8$, though Monsters have an age of $1d8$ given that they are fairly recently born. Either of these may be changed to a rollable result for 50CP each.

Locations

Each origin begins in a specific location.

The Patient begins in the same Tokyo hospital that Fuminori Sakisaka rests in. They are resting in a comfortable hospital bed and awaiting their release from the hospital in the next few days.

The Researcher begins in a small rented hotel room in Tokyo, with their research and the clues that lead them here splayed out before them. A few clues indicate that the best place to start their search would be a local hospital.

The Friend begins at home, relaxing to some good music and eating a lovely dinner with their other friends. They've all made plans to go see Fuminori at the hospital in a few days to celebrate his release and you've agreed to go along too.

The Monster begins in the same hospital as their cousin creature Saya or up in a remote facility in the mountains, which has long been abandoned. Either way, they have to make their way in this world in secret.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

Patient

Roll With The Mental Punches- 100

The accident didn't ruin your life. It just made you change your life to adjust. Rather than becoming immune to change, you've learnt how to easily roll with it and keep yourself generally in one piece. Pain, trauma, madness and other nasty stuff might still hurt you but you know how to deal with those things and keep going without losing what makes you you. Maybe you compartmentalise that madness and take on a cold view of life when needed, maybe you make yourself forget about the pain until you need to. You're also pretty good at handling all manner of gross things, so you won't get grossed out by a few fleshy bits here and there, especially helpful if that's all you've been seeing for the past few months.

Friends Till The End- 200

When tragedy strikes is when you know who you can really count on as a friend. Even if you haven't been the best friend to those who care about you in the past, they still seem to put in an inordinate amount of effort to stay friends with you. Your friends and family become absurdly trusting of you, easily overlooking all but the strangest of occurrences, while becoming very dedicated to helping you when they think you need it. Even if you've clearly gone off the deep end, they'll do their best to bring you back to a clear mind. And if they can't do that even after trying, they'll at least try and give you a peaceful rest.

I'm Just Redecorating- 400

You sure you aren't up to some spooky, scary business in that boarded up house? No? I'll be on my way then. Even when they really, definitely should, people don't seem to be investigating you or looking into suspicions about you. Strange noises, even loud screaming, that come from your house in the middle of the day for hours on end won't get any calls to the police. The smell of rotting meat wafting from under your door or showing up with some red stains on your hands? Clearly you've just been cooking. Whether it be your friends, the cops or your neighbours, people treat your strangeness and signs of wrongdoing as ordinary unless you really start to stretch it. Someone finding your fridge of human organs or getting video proof of your crimes and they'll come down on you plenty hard.

Like Two Tentacles In An Alien Egg- 600

Love truly can bloom anywhere and between any kinds of beings. You are actively interesting to and even outright attractive to monsters, beings that do not possess human mindsets but still have full sapience. This might be a fairly simple form of alien life or something as terrifying and eldritch as a world devouring monster from another dimension. You can very easily cause them to fall in love with you with only a small amount of effort, even if you don't entirely understand them or their views, and that love becomes both strong and devoted if you stay with them. While this won't prevent them from attacking you at first, managing to get a monster to hold back will give you a very good chance of managing to ignite that first spark of affection and get it to grow even more. Of course, you also possess the capacity to fully carry out such monstrous romances, regardless of what kind of being it is entered into with.

Researcher

Weird Science- 100

Far from being just another country nutbag with an interest in the paranormal, you are a properly educated and learned individual. You've gone to one of the best academic institutions in Japan and become a highly respected member of whatever academic field you choose. You may choose one academic field to gain pair of doctorates in, likely some kind of medical or biology based discipline but you are not limited to that. Whatever you choose, you will have a fair amount of experience in the weird side of your chosen field. Be it chasing after reports of strange beings for a zoologist or studying strange fungi that appear to not be of an Earth origin for a mycologist. You may purchase this perk multiple times though only the first is free for Researchers.

Grin into the Jaws of Madness- 200

When most people are left tortured into gibbering wrecks at their first sighting of a monster, you can do nothing but exclaim in scientific euphoria at the new discovery. When most go mad, you only get happier. You're entirely proof against the sanity warping nature of some monsters and objects, such as those from other dimensions, and indeed the sight of such things actually bolsters your confidence. It could be a love for the discovery of strange new things and worlds or just the thrill of such a unique creature to hunt and kill.

Death Blow- 400

It's not normally the smart ones that push on despite taking terrible wounds but you may just be the exception to that norm. You're capable of surviving wounds, both physical and mental, that would kill anyone else like you normally. You'll probably not be in fighting shape for a while and need time to recover but it takes a genuinely crazy amount of stuff to put you down. Even if someone did put in the needed damage to kill you, like splitting you open with an axe from shoulder to your waistline, you'd always have enough left in you to get off one last attack back at them before your body gave out entirely.

Beyond Humanity- 600

Humanity, in your eyes, is a simple thing. Almost as blind as sheep. They don't realise just how special these alien visitors are. Even if it does endanger the world, how can they think of violence and fear first? You're different and it appears that these monsters, those of a simple breed and those stranger still, feel that too. You are not considered to be automatically hostile, to be prey or even to be just an ant by these beings at first. In fact, you find it really rather easy to understand and connect to these monsters as if they were other people, despite the differences in intelligence, mindset, physiology and more. You quickly befriend those monsters you get a chance to talk to, perhaps even becoming like family should you spend enough time together and help them out. It'll take inciting them to anger or attacking them to have them consider you a foe. If you manage to befriend such a monster, you'll be able to humanise them to an extent by teaching them emotions and human concepts they might not have originally understood. Perhaps with additional skill in the right areas, you could even help them adjust to a form that can live among humans.

Friend

You're My Bro, Bro- 100

Hey, I get it. Sometimes a friend needs a bit of space and time to themselves. But it can be hard to tell when that's the case and when they really need someone to barge in and help them out. You've got a great sense for these kinds of things. You're always able to easily judge the emotions, mental state and even health of any of your friends or family when you meet up, as well as their feelings towards yourself. You'll know when they're down or if something bad is happening and on top of all that, you're pretty damn good at giving them the emotional support they need to get back on their feet.

Urban Style- 200

A youth misspent isn't entirely without benefits you've found. You spent a few years brawling with other kids on the street back when you were in school and you still remember all the motions to lay a guy out on his ass even as an adult. You're good enough at brawling to take down a small gang on your own and having a weapon handy, like a nice pipe or axe, will make you even deadlier. You're good at dealing with the aftermath of combat, even the really messy situations that result from using military weapons or letting loose an eldritch monster on an innocent.

Pure Hearted Maiden- 400

People often don't understand just how effective love can be, even if it's only one way. So long as you have genuine feelings for someone, romantic or not, you are able to reach them emotionally on a level few others are. Even that one-sided love will give you an excellent chance to pull back the target of your affection after they've fallen into evil, corruption or madness. Even if they feel nothing for you in return, your obvious feelings will always cause them to hesitate and at least give you a chance to talk for a short time or even get off a first attack if you're sneaky enough. Those who also return your feelings, even a little, will face a much stronger version of this trait. You might even be able to turn a monster into a good person if they loved you as you loved them.

Battle for Survival- 600

An ordinary bloke with a sturdy pipe against a monster from beyond our time and space. Doesn't sound like good odds, does it? A hero always finds a way though, even in a genre like this. Somehow, when you find yourself pitted against a monster, you'll always find a way to at least drive it off, it not kill it or seriously cripple it. Perhaps in your desperate battle against an interdimensional beast, you notice a few canisters filled with liquid nitrogen you could use against the monster. Maybe that virus-infected creature is running wild and you happen upon the right combination of chemicals to really put the hurt on it. You'll need to take the chance and use it properly yourself but if you do, you'll at least live to fight another day and likely have the beast licking its' wounds for a few weeks yet.

Monster

Living Idol- 100

A relationship with you is a far sight from something anyone would call healthy, especially as it goes on. People who fall in love with you become more so over time. As long as you don't do anything to break their affection for you, it will slowly grow deeper, more intense and darker. People become willing to do terrible things to get your attention and praise or even kill to defend you. Perhaps even kill just to please you. Spending a lot of time with you makes it progress much faster, to reach that point in weeks rather than the years it might normally take someone who fell for you to hit that nasty point.

Adjusted For General Viewing- 200

The humans don't seem to mesh very well with your appearance. Or your nature or your diet or your...well, everything really. The sight of you normally drives most humans insane but with great amounts of time, you've learnt the subtle ways of altering that. You're able to control the effects your looks have on others, even without actually changing your appearance. Despite appearing to be the same monster as normal, you won't need to break the minds of those that see you unless you want to. You could even make yourself look non-threatening despite being the hideous creature you are.

From Beyond The Stars- 400

Your species isn't just some random predatory race. They've become incredibly advanced in the study of biotechnology and even as an average member of that species, you can do things far beyond the understanding of human beings. You have superhuman mental capabilities, many times beyond any human, and have the ability to alter and twist the flesh of any biological being that you touch. This body warping is quite slow, taking a few minutes to heal most wounds and several hours to cause total body changes but there are few limits provided you have the time and requisite biomass to make the changes you like. Perhaps you could even forcibly convert some humans to be new members of your own species.

Dandelion- 600

Those of your race were originally meant to be seeded onto new worlds and to spread the species further through the act of childbirth, turning their entire bodies into new members of the alien race by spreading an infectious spore across the world. You share that ability, though at a more controlled level, allowing you to turn parts of your body into spores that you are able to sense through and can interact with anything the spores touch as if they were touching your body. If you have the ability to alter the flesh of those you touched, for instance, you would be able to alter the bodies of any in contact with your spores. Your spores can spread over great distances, even hundreds of kilometres, but without changes you make on your own you will have little control over their direction. Converting large parts of your body would create a significant amount of spores but strangely enough, beings of your race that become pregnant are able to create vastly more spores because of that.

Items

All 100CP items are free for their origins and other items are discounted for associated origins. Monsters do not receive any item discounts due to their advantageous origin powers.

Patient

Crazy Axe- 100

Now this definitely doesn't look like it's from anywhere around here. This fleshy weapon is covered in eyes and mouths, with a very wicked looking blade. It's sharp as sin, cutting through metal with ease even when wielded by an ordinary office worker, and appears as tough as metal despite its' organic creation. Other people not only don't notice how disturbing it looks, they also don't find it strange that you are carrying around a fire-axe in broad daylight. At least until you start chopping away at them. Optionally, this may instead be an equally fleshy, oversized combat knife.

Saya's Fridge- 200

A pristine white fridge, with lots of cute drawings and stickers on the front of it. It emits a pleasantly low hum and you can't smell anything wrong about it, until you open the door. The insides of the fridge are packed to the brim with all kinds of fresh human meats and organs, always refilling with more fresh produce as soon as you close and open the door. A bit disgusting but it does mean you don't have to kill anyone to feed some nastier appetites. It doesn't need to be connected to a power source to keep the insides cool and fresh either.

Charnel House- 400

A private residence of your own, which is a good thing too because I don't think anyone is going to want to see what goes on inside this place. The house is sizeable enough, having two storeys and enough rooms to fit a large family, but always feels very calming and luxurious to you. Being in here makes you feel better about yourself, makes your wounds appear to heal faster and you even feel stronger and faster here than you do outside. Perhaps it's all the pretty colours the walls are painted in. Anyone else who enters the house without your permission doesn't feel calm, relaxed, healed and filled with wonder. All they'll see is a rotting stench of meat, a chaotic mess of colours across every surface and feel very sick and woozy, getting worse the longer they stay in the cursed home.

Researcher

Passing the Time- 100

Long nights at the lab getting to you? No worries, I understand. Everyone needs their hobbies and it appears you've got a large collection of....romantic literature, magazines and even videos. Very entertaining stuff and rather strangely, watching this romantic material has quite the effect of certain beings. If a creature without the concept of human love watches or reads this stuff, they'll find themselves more and more able to feel love and affection, though they won't necessarily feel it for you.

Beast Gun- 200

Damn, that's got to be illegal to have in Japan. That sawn-off shotgun in your hands has a kick like nothing short of a rocket launcher and appears to be able to at least cause a lot of pain to even things from other dimensions, even if it doesn't hurt them for reals. The shotgun only comes loaded with the two shots currently in the barrels but waiting a full minute after firing them will see the gun automatically reloaded and ready to go again.

Mountain Retreat- 400

Once you start delving into the strangest depths of science, you'd probably like your own private place to research, especially when your peers start talking behind your back. This large laboratory might not be the most advanced in the world but it is quite large and very remote, located in an isolated mountain range and being unnaturally forbidding towards any who try to reach it, with the weather seeming to do its' best to discourage intruders. The lab is filled with working equipment for a wide range of experiments, though most of it is a couple years out of date, and has some very sturdy holding cells. One of which seems to have been broken from the inside. Good thing whatever was in there is far away now.

Friend

Metal Rod- 100

It might not look like much but reliable things are often the simple stuff. This sturdy metal pipe makes for an excellent beating stick, most of all for the fact that it's pretty much indestructible, even for a metal rod. Stick it between the jaws of some ravenous beast and that thing isn't closing its' mouth anytime soon. Unless it can shape shift too. Maybe you'll need more than a stick to fight something that nasty. The metal rod is surprisingly damaging to be hit with though, as even a fairly average person can easily break skin and bone when they use it to whack something. A strong guy could break down a brick wall in a few minutes.

Car- 200

It's...well, a car. It's a nice car at least. New, pretty good model and unless you treat it badly, it's going to keep working for a few decades easy. What's special about the car is that anyone in it with you suddenly becomes a lot more open to conversation. People feel way more comfortable talking about what they're really feeling to you there and you can much more easily form lasting bonds with people by talking to them in this car. Taking a road trip with the mates really can result in all of you coming home as true friends for life.

Mystery Woman- 400

When you've got a problem and need to take out a monster but have no idea how, who do you call? I don't think anyone can handle that call but in that situation, you'll find yourself helped out anyway. A strange woman with green hair, never looking exactly the same no matter how many times you meet her or those like her, seems to show up whenever you're trying to hunt down a particularly strange, strong and new kind of creature. She'll have a history with that monster and be able to tell you all about its' abilities, strengths and weaknesses. She'll even help you out on the hunt and manage to harm or weaken the monster in some way but she'll never be able to seal the deal. Hopefully that's where you come in, using that added hand to deal the finishing blow. If she lives, she'll wander off to try and find new meaning to her life. You'll probably meet her or someone like her if you find yourself in that situation again.

Companions

Import- 50 per

This option allows you to import one existing companion that you have access to or to create a new, original character to become a companion for yourself with each purchase. The companions will gain a free origin, all associated discounts and freebies along with 600CP to spend on whatever they like from the document, including spending points to gain a costing origin. You may give your imported or newly created companions extra CP on a 1:1 basis, though this is individually for each of them that this must be transferred to.

Canon- 50 per

For every purchase of this option, you will gain a chance to convince one character in this world to come along with you as a companion. Whoever you choose will find themselves liking you on their first meeting with you, meetings that you are guaranteed to have at least a few of. You need to convince them to come along with you however. For an extra 50CP, you can have a pre-existing relationship with the chosen character, such as a family member or close friend, but this will not make them mindlessly obedient to you or grant you any powers or traits you have not paid for.

Drawbacks

You may take up to 600CP in drawbacks from the following list.

Winter Heart- +100

Not much light to be found in your life, is there? From birth or later trauma, you've lost a lot of the feelings that other people take for granted. Any happiness, satisfaction or pleasure you feel is very muted, along with all other positive emotions, and this makes the negative emotions you can still feel seem all the more intense. A life of quiet contemplation might be best but immersing yourself in all that rage and hate can be tempting too, especially when you feel so bland and lifeless the rest of the time.

The Heart Wants What It Wants- +100

The mind and heart are indeed separate things, for your heart has gone where reason would definitely have not. You've gotten a serious crush on someone that just is not the right person to fall for. They might live a dangerous life and bring risk to those around them by proximity or even just be an actually awful person that'd take advantage of you. Point is, you're into them and it'll take a lot of work for anyone to convince you to leave before you do get hurt. At least once you get burned badly enough, you'll be able to realise your mistake.

Terrible Person- +100

Wow! You are one gigantic asshole! Sure you might not have been having a pleasant time recently but you are literally eating that man's face. Taking this turns you into one of the nastiest sorts of people on the planet. You'll lie, cheat and steal to get what you want. Other people? Tools to serve your goals and pleasures, if they aren't just food to satisfy your now rather cannibalistic tastes. You probably don't even have the excuse that poor Fuminori had and just do this to normal people just because.

Agnosia- +200

After a nasty crash, you found yourself afflicted with an extremely intense form of the Agnosia disorder. Your senses now show you something different from what you are actually receiving, all five of them. Perhaps normally manageable but you see the entire world in a different light now. People appear like sickening monsters to you, the walls are coated in flesh and slime, the sky has turned black and even simple objects have become nightmarish living beings. None of it's real, probably, but to you it feels real. Food tastes disgusting unless you happen to like raw flesh and guts, voices are distorted to barely recognisable growls and shrieks, the stench of rot and blood is everywhere. It really is like a living hell. But you did have hope at one point. You saw a single normal person, a cute young girl, dancing her way across the street not far away from here. Maybe she has some answers for you.

Don't Go In There- +200

Incredibly naïve, overly trusting, clumsy, reckless and always a little too slow to react properly. All the traits of a classic horror movie victim and all things you now take on for yourself. You've got the mind and habits of the type of girl that goes out very early on in a slasher movie. Even knowing that your friend is almost certainly not alive and not down in that dark cave, you'll still slowly creep your way in and trip at just the wrong time.

My Bad Best Friend- +200

You've got a great friend, don't you? Someone you already trust, like a companion, or someone new that you met here and feel great trust and affection for. But they don't feel that way about you. Not at all. In fact, they think they've got to kill you. Maybe their alien lover is making them do it, maybe they just really hate how smug you are but they're out to put you down and you're already starting off at a disadvantage. You won't remember taking this and will think they seem like a swell guy, so hopefully you notice their plans and manage to either save them from themselves or put them down yourself.

The Last Unsullied Soul- +300

The world has not fared well these past few years. Many millions of people around the globe have been infected with an extreme form of Agnosia that makes them perceive with their senses the world around them as a living hell. But with the help of those unaffected, most of them are living life as best as they can. But then you arrived. Every one of these people sees you as the first normal person they've seen in years and it looks like that fact has driven them mad. Hundreds of millions of people around the world have become obsessed with your body and...experiencing it for themselves after years of sensory torture. You really don't want to be caught by anyone so maddened. The majority of people in the world are still sane but 10-20% are after your body and your life, so keep on guard.

The End of the World is Green- +300

The dandelion bloomed and the spores flew across the world. Saya released her deadly biological bomb just a few days ago and millions of people around the world are beginning to transform into monsters. All different shapes and sizes but without exception, they all hunger for human flesh. The world is set to tear itself apart and you are unfortunately only partially immune to the spores. You are able to resist skin contact but not breathing more than a tiny amount of them in, so make sure to stay underground, very high up or always keep an air supply handy. If not and you are transformed into one of Saya's race, you'll fail the jump even if you remain alive technically.

Dragon Haunting- +300

At night, you dream of a beast. A creature you saw once as a little girl, that crept into your mind and hasn't left you ever since. This beast is powerful enough to kill any human with ease, kill any animal too, and it knows that you are aware of it. It has decided that the time to hunt you down has begun and no one other than you knows of its existence. The creature is even stronger than Saya was and will take only a few days at most to find you first, continuing to come after you even if you manage to drive it off at first.

Ending

The world has been saved or it has been brought to ruin. Is humanity thriving or has it been wiped out in place of a new species? I suppose it hardly matters, as you have lived long enough to make another choice.

Do you want to *Go Home* to your original world?

Do you want to *Stay Here* in this world?

Do you want to *Continue On* to a new world?

Notes

Special thanks to my darling NuBee. You're the Fuminori to my Saya cutie, forever and ever.