Hitoner

Jump by 9anon

Oneshot by Yagi Tomohiro

Humanity thinks itself alone, but searches for fellow lifeforms in deep space regardless, just in case. This is why a lone human found himself launched into space on a very long-term mission to find life, spending long periods of time in stasis for what seems like an eternity. He'd almost lost hope by the time he caught sight of a little flicker of light.

Landing, this human found a world not unlike that of his own. Habitable and inhabited, but the inhabitants were strange - looking like a variety of Earth animals standing upright. They had their own relatively advanced society, though far from spacefaring, and his arrival was met with wonder and suspicion as he resembled a creature of their myths.

You arrive in this world around the same time that the human's pod lands in one of the Kemono cities. Here's **+1000cp** to make your decade here more comfortable.

Location

You may start anywhere on the world of the Kemono, within reason. No appearing in some highly restricted area unless you have some reason to be there. You may even start in orbit if you have the means.

Origin

You may choose your demographics within reason.
You may choose whether you drop-in or have a local history.

Human: A visitor from an incredibly distant world who resembles figures from Kemono folklore. You're likely the only one human around, and the locals are either rather taken with you or fearful of you. You're an alien, after all.

Kemono: One of the beast-like natives of this world, chances are you've led a pretty regular life up to this point and will continue to after the waves of the Human's arrival die down. You may choose which species you resemble, which will have some effect on your physical capabilities and proportions. A bear Kemono would be larger and stronger than an equivalent human, whereas a cat Kemono would be notably short…and cute. Kemono also exhibit a certain level of animal instinct, like the aforementioned cat Kemono swatting at a pen a human is spinning.

Perks

Space Pilot [-100cp, Discounted to **Human**]: The one human on this world is, or was, an astronaut who arrived on a longshot mission to find another Earth-like planet. He succeeded, but it doesn't look like there's any shot of him even making contact with Earth again.

You're a trained astronaut in pretty much every way - you're physically fit, you can handle long periods of isolation in tight quarters, you can make complicated astrological navigation calculations in your head, and you're skilled at working with tech that's built for function over being user friendly. You can also very quickly get to grips with any sort of stellar vehicle you can get your hands on.

Magic Hands [-200cp, Discounted to **Human**]: One of the more fearsome aspects of the human body was the hands. These tools of manipulation are capable of paralyzing a Kemono in place as long as the human wanted, all without actually harming the Kemono. Such is the power of scritches.

You are really good with your hands. Scary good. Any massage you give is heaven for the recipient, and you'll be the favorite of any animals you encounter if you get the chance to give them pets and scritches. You'll be quite popular here. And this isn't mentioning the havoc you can wreak in a more intimate setting.

First Contact [-400cp, Discounted to **Human**]: As mentioned, the human who arrives on this world was on a longshot mission to find another planet like his home, and he did a pretty good job at first contact. Sure, he was almost executed, but that was a result of local politics rather than any diplomatic failures on his part.

You have a knack for making first contact with new groups, ensuring that relations at least start off at a neutral point, although it's much more likely you'll have a positive first impression. Even outside of that uncommon scenario, you simply aren't prone to making social mistakes, always unconsciously reading the room without also completely subordinating yourself to the perceived collective will.

Anthro Magnetism [-600cp, Discounted to **Human**]: Those Kemono who interacted with the human were quick to get along with him and became quite fond of him, in particular the representative of the Kemono government sent to observe him.

There's just something about you that those of other species can't help but like. The exact reason will likely vary from person to person, but you can be assured that people who don't share your species will quickly warm up to you regardless of the reason. This magnetism also ensures that these good relationships will be reciprocal, so you won't leave a trail of broken hearts. You can also tune this to be a bit *closer* to you when you want, working on ethnicity over species.

Working Class [-100cp, Discounted to **Kemono**]: As distant as the world of Kemono is from Earth, it's awfully similar. Definitely not the technological level of the local version of Earth, but democracy rules the day and modern amenities are present.

You may purchase this perk multiple times. Each purchase provides you with enough skill and knowledge in a field to support yourself in this world and most others. Or you could pick up a new hobby.

Bureaucrat [-200cp, Discounted to **Kemono**]: One of the necessary evils of any society that's even marginally advanced is paperwork. Records of things need to be kept so that people have an idea of what's going on and what's gone on, but this also creates a web of complication that slowly builds upon itself.

You have a mastery over these webs, navigating and manipulating them as necessary. Even entirely unfamiliar bureaucracy isn't unfamiliar to you for long as you start to recognize the common shapes and threads. You'd make a great government functionary.

Xenoanthropologist [-400cp, Discounted to **Kemono**]: Dr. Drill was the lead scientist on the Kemono's research of the human that had arrived on their planet, and he was able to discern quite a bit about Humans from simple observations. After finding that the human could write, he was even able to decipher the writing and learn what the human had to say.

You have a knack for learning about new species and cultures. Simple observation is all you need to figure out the basics of how a species functions or the general shape of a culture, and you can decipher languages from surprisingly little. It'll still take a while, but you can extract a functional model and understanding of a language with just a few sentences to work with.

True Feelings [-600cp, Discounted to **Kemono**]: The thing that ended up saving the human from being quietly executed for political expediency was the impassioned speech of Tonerico, the government spokeswoman who'd overseen much of the testing done…and fallen in love with him in the process.

You are an incredibly convincing orator, whether making a speech in front of a crowd or trying to get things done behind closed doors. Winning allies and countering political pressure is well within your wheelhouse. But when things aren't working out and you need to take immediate action, you find that being very loud and honest about the matter makes a much greater impact than it normally would. Certainly make it easier to bulldoze condescension.

Closing Gaps [-100cp]: Like the human astronaut and the head scientist assigned to research him, you have an amazing capacity for learning new languages. It doesn't matter how distant or disconnected they are from what you're familiar with, you can get a functional level of understanding in a few weeks if you have enough material to study and put in the work.

Not Alone [-100cp]: As the astronaut's aimless journey through space continued, a little chunk of him died with every lifeless star he surveyed. But when he found the world of the Kemono and a society both familiar and strange, he was revived upon learning that he was not alone.

This same spark burns in your own heart. No matter the circumstances or how hopeless things seem, you will never give into despair.

Equal Rights [-200cp]: The astronaut was a test subject and curiosity when he first arrived, as well as an unprecedented presence in the local legal system. Thus, he had no enshrined legal rights, and was almost executed without due process.

This simply isn't a problem for you, as you find your status as a sapient being respected wherever you go. Even if you pop up in a totally alien world, the locals will recognize you to be on their level and treat you with the appropriate level of respect and dignity. While this will prevent an easy execution from not having legal rights, you are still subject to the twists of local law and judgement for any actual crimes you commit.

Flicker of Light [-300cp]: The human astronaut spent quite a long time flying through deep space on his mission to find another Earth. But even if he'll never even make contact with Earth again, he succeeded in his mission and found a place with the people of that planet.

Whenever you'd be at risk of finding yourself stranded, you're guaranteed to find shelter of some variety. It'll even be relatively pleasant. Rather than being stuck at sea until you die, you'll find a habitable island, and that island will even have some relatively friendly residents who'll take you in. Stuff like that. Actually returning to normalcy will still take a lot of effort, but you'll at least survive until then.

Items

Items purchased from this section return, repair, and resupply each week.
You may combine items you bring here or purchase from this section with items purchased from this section.
You receive a discount on 1 item per price tier.
Discounted 100cp items are instead free.

Hitoner Collection [-100cp]: A copy of the Hitoner oneshot, as well as the doujins and any other related media. All of these come in whatever format you want.

Pens and Paper [-100cp]: A supply of writing utensils and stuff to write on, including notebooks and simple print paper. Includes a pen that's rather distracting when you do tricks with it.

Wardrobe [-100cp]: A complete wardrobe of clothing and accessories that always has something appropriate for the occasion. This apparel is self-cleaning, always fits whoever wears it, and in particular adjusts to any inhuman features possessed by the wearer.

Domicile [-200cp]: House and home. A comfortable dwelling that's large enough to house a small family, furnished to your tastes and needs, and equipped with modern amenities that keep working even when they shouldn't. It inserts into a suitable location near your starting location at the start of each jump.

Employment [-200cp]: At the start of each jump, you find yourself lined up with a job that pays enough to comfortably support yourself, and which is flexible enough to fit whatever shenanigans you have in mind. If you lose this job, you'll be able to quickly find another that better fits your lifestyle.

Study Material [-200cp]: A whole collection of textbooks covering Kemono culture, history, and languages. There's enough here to get to grips with all of it and a good understanding of things, though they'll take a bit of work to get through. You receive a new load of textbooks at the start of each jump, but covering local versions of the same subjects.

Area 51 [-400cp]: A whole facility under your command that's built for the study of alien specimens…or some other subject that a government would invest a lot of money and infrastructure into. Whatever the focus, you get all the resources and funding needed to carry out your research, and even the manpower if you want it. Said manpower can cover any and all roles needed for the facility, and may become followers as you move past this world.

Incidentally, you also receive detailed writeups and studies of the anatomy of your various forms, and those of your companions and followers. If you want them.

Diplomatic Immunity [-400cp]: At the start of each jump, you may select a polity of this choice. This polity will provide you with an indefinite diplomatic appointment, recognizing you as the ambassador of some impossibly distant nation…or as a jumper, if you want. This appointment provides you with a certain level of diplomatic immunity and excellent starting relations with your chosen polity.

Survey Ship [-400cp]: Your own copy of the interstellar ship used by the astronaut to find the world of the Kemono. The ship is only large enough to support a single crew member and is only capable of sublight speeds, but is equipped with sensors for surveying nearby celestial bodies, a cryogenic pod to keep the pilot in stasis for the long transit times, and a one-way landing pod for the off-chance the pilot can find a habitable world. It also comes with a bulky spacesuit to protect the pilot during EVA and for any potential landing.

Companions

Create/Import [-100cp]: Each purchase allows you to create or import up to 4 companions. Each companion receives an origin of your choice and 600cp to spend on perks and items.

You may also create or import 1 companion for free, gaining the listed benefits.

Export [Free]: If you've convinced someone to come along with you and they're still alive at the end of the jump, you may take them along with you for free as either a follower or companion.

Exported Character [-100cp]: Each purchase of this option allows you to ensure you'll encounter a local variant of a particular established character from another setting. They won't have any of their unusual powers or characteristics, and their background will be adjusted to fit this setting.

Drawbacks

You may take as many drawbacks as you like.

Astronaut [+0cp]: If you or one of your companions has taken the Human origin, whoever has done so may replace Kanashima Hitoshi as the astronaut that lands on this world.

Kemonomimi [+0cp]: Absolutely hate anthros? Taking this allows you to adjust how animalistic the Kemono are, anywhere from kemonimimi to their canon forms.

Hater [+100cp]: You have an attitude problem of some variety. Maybe you're terribly stubborn, just can't stand others, or have a bad case of the social darwinisms. However it manifests, you'll have a hard time changing.

Language Barrier [+100cp]: It seems like the language barrier is much, much thicker than it would normally be. Any efforts to cross it are now on the scale of years, instead of months, and your perks won't help things either.

Long Stay [+100cp]: Rather than the standard 10 years, you must stay in this world for 20.

Amnesia [+200cp]: As far as you remember, your old life and whole chain up to now hasn't happened. If you've chosen to have a local history, it's like you've lived in this universe your whole life. If you've dropped in, you're basically an amnesiac.

Hated [+200cp]: Something about you just pissed people off. No matter how pleasant you may be to be around, folks just aren't inclined to like you. You can expect to be excluded at the least with this drawback on its own, but it could tip things over the edge if you're already on thin ice. This doesn't affect how your followers and companions feel about you, and you may still find some kind souls willing to work past their initial impression and get to know you.

Containment [+200cp]: The local authorities were quick to snatch you and put you into containment, just like they did with the astronaut. Even when you manage to make contact with them and prove that you're intelligent, you'll still be stuck as a subject of study for as long as they can contain you. At least they won't go out of their way to torture or kill you.

Death Row [+300cp]: For some reason or another, you've found yourself in the prison system and are due for execution in the next few months. If action isn't taken, you'll soon be put to death. Good luck.

Power Loss [+300cp]: You lose access to any perks, items, and companions you acquired prior to coming here. This excludes the benefits of your body mod and any companions you pay to import. If you want to combine items from outside this document with those you acquire here, you will get an opportunity to do so as you leave this jump.

End

Stay Here / Return Home / Move On

Notes

Changelog

2025-12-13;

- Started work on document.
- Completed first jumpable version.
- Added Kemonomimi toggle.

2025-11-30

- Created document.

Links

Live Document:
https://docs.google.com/document/d/1UAcD7OPP1BzgT2rhSpHv_CoY-Bpmk9dgkDoWwunZXHg/edit?usp=sharing
My Stuff:
https://drive.google.com/drive/folders/12YV2nzxuqpyAPoee-Fil6wXLMK9r1HNY?usp=drive_link

HE LOOKS LIKE HE FUCKS KEMONO GIRLS.
NYAGREED.