

BNA: Brand New Animal

Jump by 9anon



Welcome to Anima City, an independent city-state located in the 93rd ward of Japan, a “beastman special zone” established in 2011 under the Beastman Territory Law. It is a place where beastmen can live in peace, separate from humankind and free to be themselves.

The rest of the world is much like the Earth you may be familiar with circa 2021, with the exception of the aforementioned beastmen - a cousin of humanity that evolved a little differently. Homo sapiens bestia carries ‘beast DNA’ that allows them to shift their form to that of an anthropomorphic animal of some variety. They’ve lived alongside humans for millennia, acting as neighbors, gods, enemies, and more over time.

In more recent history, bloody conflicts over civil rights between the two species have led to the founding of Anima City, a safe haven for beastfolk from the persecution they often face in the outside world.

Your decade here begins around the time that two young human girls find themselves transformed into beastmen - one picked up by some mysterious men in suits and the other spending a while hiding before trying to make her way to the city.

Here are **+1000cp** to help you settle into this new world.

Starting Location

While you are not bound to stay there, you will begin your time here in **Anima City**. As mentioned, it's a largely independent city-state somewhere in Japan. The metropolis itself is located on a peninsula and backed by mountains, with the only access being either by boat or through tunnels in the mountains. You may start anywhere within or around the city, but here are some notable locations for your perusal.

Anima Stadium: A large and well-developed baseball stadium that serves as the center for one of Anima City's favorite pass-times - *sports betting*. It has all the accoutrements one would expect for a baseball stadium and is usually pretty packed when there's a game of rather deadly baseball on.

MediCen: Short for Medical Center, this is a towering joint hospital and research facility that is owned and operated by Sylvasta Pharmaceuticals - the main financier of Anima City. Aside from providing healthcare, this is one of the main facilities researching beastmen and their genetics.

Port: Exactly what you'd expect - your standard port, equipped with everything needed to move mass amounts of freight on and off ships, large warehouses for holding stuff before it's ready to be put in or pulled out of shipping containers, and so on. Of course, the darker side of the city holds quite a bit of sway here, moving their own cargo alongside more legitimate freight.

Rabbit Town: A worn-down and largely defunct part of Anima City that's become a sort of center for crime - anything stolen tends to end up here, as they say. It is presently under the sway of Gram Grandma and her largely female crime syndicate, who themselves answer The Family - Anima City's premier crime...family.

Slums: An impoverished neighborhood with poor infrastructure, unsanitary war, and squalid living conditions that exists on the outskirts of the city. While Rabbit Town is where crime syndicates tend to operate out of, the slums is where most of their victims tend to be. Home to a rather *slow* baseball team of bear and bear-like beastmen.

Species

Choose 1.

Human: You are a regular human. The dominant species of the planet and free to roam pretty much anywhere, you won't find yourself as welcome in Anima City and the Beastman Exclusion Zone. Beyond that and not being as chained to your instincts, you don't have much of an advantage over a beastman on the individual level.

Beastman: Homo Sapiens Bestia, a close cousin of humanity who are able to shift into the forms of anthropomorphic animals and back again at will. They enjoy stronger senses and physical attributes even when in their human form, though to a lesser degree than in their animalistic forms, but in exchange they're far more susceptible to their emotions and instincts than humans tend to be.

Indeed, extreme bouts of emotions can even trigger Sylvasta Syndrome: their body twisting into an extreme version of their bestial form while they lose themselves in a berserker rage. This also massively boosts their strength and toughness, making them a menace that is incredibly hard to take down.

You may choose what animal your bestial form is based on, though the only beastmen types depicted were vertebrates. You may retain the ability to shift into your beastman form after your time here.

Background

Choose 1.

You may select your starting demographics within reason.

You may choose to drop-in with any background.

Newcomer: A recent arrival to Anima City, your residence application has only just been accepted and you have yet to really put down roots locally.

Resident: A longtime resident of Anima City. You've already got your life together, though it isn't guaranteed to be the best possible.

Underworld: One of the many members of Anima City's criminal underbelly, you make your living outside the law for better or worse.

Official: One of the people keeping Anima City running - maybe a beat cop keeping the peace, maybe a public functionary, or maybe you work with Mayor Rose in some manner.

Sylvasta: Someone involved with Sylvasta Pharmaceuticals, likely working as a doctor or researcher up in the MediCen.

Perks

Perks are discounted to their associated Background.
Discounted 100cp perks are free.

General Perks

Shapeshifter [600cp, Discounted for **Humans**]: Due to an illicit experiment to do with how the human body reacts to the Beast Factor that allows Beastmen to transform, a pair of high school girls found themselves transformed into Beastmen themselves. But as those two acclimated to life as Beastmen, they found their shapeshifting to be far more flexible than what almost any other Beastman could achieve. Something about their Beastman form being 'indeterminate'.

Like them, you are also capable of shifting your body in ways different from Beastmen. For one, you aren't limited to a particular animal - you can easily mix and match aspects of different beasts as needed. For another, you can achieve more limited forms of shapeshifting rather than having to change your whole body - like taking on the eyes of a hawk to see at long distances, the legs of a cheetah to run much faster, sprouting wings to take flight, and so on. Further, you can alter your body in general ways - like stretching your arms to reach out farther or piling on the muscle mass for improved strength. Finally, you can also fully transform into other species, like turning into a towering glowing wolf where a regular wolf Beastman could only take an anthropomorphic form.

Shifting your body is as simple as desiring a form or outcome and focusing, and your transformations aren't subject to things like 'preservation of mass', but said transformations also need to be consciously maintained. Also, the more you've deviated from your normal form, the greater the strain on your stamina. However, your shapeshifting is like a muscle - the more you train it, the easier and less tiring it is to use.

Divine Beast [600cp, Discounted for **Beastmen**]: Given an immense sacrifice of his kin, it is possible for a Beastman to achieve immortality in more than simple longevity, though this knowledge is a secret unknown to most. Unbeknownst to the Beastmen who worship Ginrou, their protector deity was inadvertently a result of this process. It seems you are as well, as you share in the many benefits from that process.

You are an immortal, in more than just age. Sure, you're eternally youthful, but you can survive and rapidly regenerate from almost any bodily damage. Getting a hole blown through your chest will mostly just slow you down until the lost mass is replaced, most injuries heal almost instantly, and you can sleep off getting mashed into burger meat. This makes you immune to mundane disease and gives you a high resistance to poison, but a high enough dose of strong enough tranquilizers can still slow you down or knock you out.

On top of that, you also enjoy an immense enhancement to your physical attributes across the board. Strength, durability, reaction speed and reflexes - if you were otherwise a regular human, you could go toe-to-toe with a Beastman who's fully transformed.

Finally, you are also able to transform into a large animal form of your choice. This form benefits from even greater physical capabilities, glows brightly, and - in proper TRIGGER form - allows you to fire powerful energy blasts. You can also shift this form in smaller ways, like forming blades from tufts of your own fur strong and sharp enough to injure someone else on your level.

Newcomer

A New Life [-100cp]: While Michiru did have help, she acclimated pretty quickly after finding her whole life uprooted and making her way to Anima City. After a mourning period, she actually found herself most comfortable in her Beastman form.

As your life (and even species) changes, you find it easy to roll with the punches and adapt to changing circumstances. You might still have emotional outbursts and have some difficulty accepting things, but you'll swiftly settle down and get into the rhythm of things sooner rather than later.

Life Lessons [-100cp]: Over the course of an adventure where she was trying to find her wallet, Michiru found herself teaching a class of young Beastmen. Despite having no formal training or time to prepare, she still managed to get the children started on literacy before circumstances changed.

You are able to teach on the spot without much issue, not simply getting students invested in your lessons but also effectively imparting whatever knowledge you have. You also have an easier time translating anything that you intuitively know into a digestible form, like dredging up half-remembered grammar rules that you use regularly but couldn't normally describe at the drop of a hat.

Friends Everywhere [-200cp]: Michiru made a lot of friends in short succession after arriving in Anima City, forming strong bonds with the locals even as an ignorant newcomer. And these bonds later allowed her to mitigate a major crisis that struck the city.

You have an easy time making friends wherever you go, forming bonds with people that are both strong and long-lasting. Just hanging around and being friendly with people will make them fast friends, while living through shenanigans and adventures will earn you ride-or-die allies. And when the going gets tough, not only can you pull out the kind of inspiring speech to quell panic and turn the tide, but you can be sure that your allies will be by your side.

Right Place Right Time [-400cp]: A lot of the time, Michiru just kind of stumbles into events by random chance, only to wind up playing some pivotal role.

When you want, you can just kinda wind up in the right place at the right time. All you have to do is wander around and you'll run into something relevant to your interests. If you want to get involved in the plot, you'll run into it. If you're out of leads on a case, just wander and you'll likely encounter something important. Or you'll just run into some fun shenanigans.

Brand New Animal [-600cp]: Where Nazuna had coaching and time to train her shapeshifting before showing up in Anima City, Michiru didn't even figure out how to return to her human form until a few days after arriving. But she started figuring stuff out pretty fast after making that first bit of progress, and was able to pick up something like flying with remarkable speed.

You are able to quickly get to grips with new powers and forms as you acquire them, almost instantly grasping the basics once you actually start using them and rapidly building skill with more advanced applications as you gain more experience. Finding novel and niche applications for your powers is also something that comes easy to you, especially when you find yourself stuck in tough circumstances where you need to adapt quickly or else.

Resident

Life Skills [-100cp]: For all their eccentricities, Beastmen are still just people living their lives, and Anima City is like most any other metropolis - some places are better than others, others are worse, but it still functions.

You are an expert in a field of your choice, with all the knowledge and skills needed to excel within it, and your expertise even updates at the start of each jump if it's relevant to whatever setting you are visiting next. This field could be a particular profession, a field of study, or even a hobby that you are really into. You may purchase this perk as many times as you like, receiving an additional focus of your choice each time, but only the first purchase is discounted.

Might Makes Right [-100cp]: Among Beastmen, it is commonly understood that the strong rule the weak. This applies in all parts of life, from butting heads over position in a line to hierarchy in organizations.

You find that this rule applies to your life as well, and often for the better. When you're stronger, people tend to follow your lead and tow the line without as much need for correction and reinforcement, and you won't find yourself being constantly challenged for dominance. When you're weaker, you're far less likely to be subject to unnecessary abuse and generally be treated fairly even by the most arbitrary and unstable tyrants.

Sharp Senses [-200cp]: Beastmen tend to have much sharper senses than humans, but some of them go above and beyond even their kin. Pinga, a wandering albatross Beastman, has a near supernatural sense for the weather and air currents. Shirou Ogami, an aide to Anima City's mayor, has such an amazing sense of smell that he can pinpoint scents across the city and practically see the recent past based on the scent of an area.

All of your senses are notably sharper than usual, and you don't suffer from them being overwhelmed. Your senses also excel to a functionally supernatural degree in a particular area - whether a certain application like reading the local atmosphere or one of your senses being absurdly stronger than the others. You may purchase this perk multiple times, boosting an additional sense each time.

Practiced Control [-400cp]: It turns out that it takes a modicum of effort for Beastmen to maintain their human guise. It isn't much, about the same as maintaining bladder control, so only children have issues with it outside of moments of extreme emotions.

It's even easier for you if you happen to be a Beastman - you could keep your human form even while going through the worst moment of your life if it came down to it. You also have a similar level of control over any other powers you might have, including the ability to effectively toggle them on-and-off or dial them down at will.

Life-Long Beast [-600cp]: Unlike a certain pair of girls, you've been a beastman all your life - or it is at least as though that were the case considering how comfortable you are in your own flesh.

You have perfect control over your body, including normally unconscious reflexes. This also comes with an excellent sense of what's going on with your body, both in relation to the environment and internally. This is enough to immediately know when you've been dosed with something, and to allow for incredibly efficient movement in combination with your control. Your body is also as fit as it can be, and remains so indefinitely barring intentional interference.

Underworld

In And Out [-100cp]: While Anima City isn't totally closed off to the world, but Human-Beastman relations aren't the best so trade is a little lacking...and the city is cut off from the wider internet, with attempts to access it redirecting users to the city's official website. Basically, there's plenty of opportunity for someone willing to move goods through less than legit channels.

Good for you that you're good at such things. You are an expert on all things smuggling - you can easily identify most, if not all, obstacles to you getting goods from point A to point B, you are wickedly creative in finding ways to either bypass or slip through these obstacles, and you just tend to bump into potential customers when you need them. 'Goods' doesn't just apply to objects, either, so doing a little human or beastman trafficking isn't off the table.

Inner Beast [-100cp]: Ostensibly on the same level of intelligence as Humans, Beastman are still subject to - and in touch with - their instincts...for better or worse. For worse, they tend to be much more emotional and quick to jump to conclusions. For better, they have a keener sense for what's going on.

You share in this, at least the better parts, providing you a sort of 6th sense for...a lot of things. You can just kinda sense how dangerous an area is, you'll feel a sense of impending doom well before a disaster is about to hit wherever you are, you can just tell when something's wrong with someone you meet, and so on.

Info Broker [-200cp]: Information is a valuable resource, one that's often overlooked. But not by you.

You're a magnet for interesting and useful information - whether you just happen to overhear it or otherwise stumble upon it while going about your business, have an interesting encounter, or someone trades it to you for something else you may know. You also have a perfect memory, so you'll never unintentionally forget even the smallest scrap and have no trouble connecting anything relevant to the situation. Finally, you find that people looking for information - especially information you have - tend to find you, and they're far more willing to pay or trade for it than forcibly extract it.

Necessary Scoundrel [-400cp]: For the horrible things they get up to - child trafficking, racketeering, gun running, and so on - Anima City's underworld is surprisingly tolerated by the city's authorities. Maybe the city is just that strapped for cash?

Whatever that case, you find your own misdeeds similarly tolerated by local authorities. So long as you make a modicum of effort to not get caught and not make a scene, the local law will tend to look the other way even when they know you're up to all kinds of skeezy stuff. You can get even more leeway the more dependent they are on you and your *services*.

Road Brawler [-600cp]: Ogami is an incredible unarmed combatant. Part of that is his unusual physical capabilities, but the other half is years of practice.

You fight as though you've had all those years of practice, instinctively going through the motions of combat as easily as you breathe. If skill is all you'd need to come out on top in a fight, you're sure to win. This knack for combat applies no matter what form you take, and can easily incorporate whatever equipment, powers, or other resources you have on hand with no issue.

Official

As The Crow Flies [-100cp]: Anima City is a sprawling and tangled metropolis. Most people get around just fine on the roads and paths, but there's plenty of opportunity for more enterprising pedestrians to find their way through it all.

You are a natural at parkour and otherwise making your way through complex environments at speed. Potential paths are clear to you and you can immediately tell if an obstacle is beyond your abilities.

Not An Oji-san [-100cp]: Shirou is old. Very old. Older than Anima City and its long-lived mayor, but he doesn't look to even be past his 20s and is quite handsome to boot.

You are attractive, to a degree and in a manner of your choosing, and you age incredibly well without having to be immortal.

Prepare for Capture [-200cp]: Shirou is a ferocious fighter, though he always goes for subdual over a kill where he can. He's also quite successful in that manner, though his opponents aren't usually in the best shape afterwards.

You have a knack for figuring out ways to bring your foes down without putting them in a grave. This is usually very painful and involves maiming them, but better to be in a hospital bed than a coffin, eh? Breaking horns, dislocating joints, and so on. You are also able to put extra force behind your unarmed strikes for tougher opponents while pulling back to avoid obliterating foes that can't take a punch. This isn't enough for truly powerful foes, but someone wearing a bit of extra armor won't fare much better against you than their unarmored friends.

Blood Hound [-400cp]: Shirou Ogami's role as an aide of Anima City's mayor has him wearing many hats, though mostly that of an investigator. Beyond his extremely sharp sense of smell, he's also able to quickly find and piece together clues regarding ongoing cases.

You are an excellent investigator, able to sort through the dross to find relevant information to whatever you happen to be looking into and get a sense for where each piece fits in the greater puzzle. This won't reveal everything to you from just a few scraps, but you'll see the shape of the elephant far before anyone else could, especially since relevant clues are also highlighted in your perception - they just feel important, though you may not be able to explain why immediately.

Barbed Rose [-600cp]: Anima City is the decades-long work of its mayor, Barbara Rose, and her aide, Shirou Ogami. In spite of interspecies friction and countless other hurdles, they've managed to build a bustling metropolis and a central home for Beastmen.

You are a statesman without peer, able to see to it that any territory or nation under your guidance will flourish. You can expertly leverage both bureaucracy and public opinion to the benefit of anything under your authority, you know when and how to delegate so you aren't having to micromanage everything yourself, and you're guaranteed to find loyal and competent people to delegate to.

Sylvasta

Cunning Beast [-100cp]: Beyond their bestial nature, Beastmen also have a knack for using their appearance to their benefit. Whether a large beastman looming over others to intimidate them or a smaller, and cute looking beastman attempting to get out of trouble with some puppy eyes.

You have that same knack, instinctively knowing the sort of impression you give off and how to exploit it to your benefit. You also have far better results with it than usual.

Normal Human [-100cp]: While Anima City does exist, there's still plenty of Beastman covertly living in Human society, hiding their existence and nature to avoid the kinds of *issues* that may arise from their nature being known.

You are able to totally suppress any noticeable signs of your powers and nature. As a Beastman, it would take DNA sequencing or forcing you into a corner to reveal your nature. For any other powers you have, nobody will be able to tell that you have them until you go about using them - like efforts to detect magic returning the same results as a normal person until you start flinging spells around, or your vampiric nature only becoming obvious when you use your vampiric powers.

Praying Mantis [-200cp]: Boris Cliff, leader of a radical sect of the Silver Wolf Order that comes to Anima City, is a highly skilled preacher - able to take advantage of circumstances to rapidly convert others to his cause and maintain a sizable cult.

You share in his charisma and ability as a speaker. Given a soapbox, you can easily sway entire crowds of people, bringing them to your side or simply inspiring the right emotions for the situation. People just tend to instinctively trust you as an authority unless they know better or they strongly oppose whatever you're preaching, and you have a way with words that allows you to put together speeches and sermons on the fly or absolutely demolish even the most prepared opponent in a debate. It wouldn't be too difficult for you to start a cult from scratch.

Scheming Bastard [-400cp]: Shirou and Barbara aren't the only two with decades long plans that involved Anima City. In fact, many of the things due to go wrong or weird in the coming months can be tied back to one man.

You are a cunning schemer, able to weave together plots and plans with endless numbers of moving parts to achieve whatever goals you have in mind. This includes building in all sorts of contingencies and adjusting things on the fly for when your plans come into contact with the enemy, the world, and the incompetence of whatever pawns you have in play. And you can do all of this while keeping the scope and ends of your schemes obfuscated. It would take extraordinary circumstances for schemes to be stopped, and even then you'll be on the cusp of victory when challengers rear their heads.

BDNA Expert [-600cp]: Sylvasta Pharmaceuticals is the leader when it comes to research on Beastmen and the BDNA. This is important for not simply understanding how Beastman biology ticks, but also for providing healthcare for the myriad types of Beastmen that exist.

You are essentially on par with the whole of Sylvasta as far as your knowledge of Beastmen and BDNA are concerned, and you have a similar expertise with biology and medicine in general. The most basic application for this is adapting and developing medicine for Beastmen, but you can do more than that: making people into Beastmen like what happened to Michiru and Asuna, turning Beastmen into normal humans like a certain pharma CEO intended, and even making more immortals like Ginrou...though that'll still require immense sacrifice. But you can go further with some research and creativity.

Items

You receive 2 discounts per price tier.

Discounted 100cp items are free.

These items repair, resupply, and return each week.

These items retain upgrades made to them.

You may combine similar-enough items you have with ones from this section.

You may insert properties into a location of your choice whenever you insert them into a new setting.

100cp Items

Outfit [Free]: A stylish modern outfit for you to wear in your day to day life that always fits you and is self-cleaning. Includes accessories and multiple layers, so you're never caught unprepared.

Animal Friend [-100cp]: What is probably the result of an old experiment of BDNA, this animal is remarkably intelligent and biologically immortal. It's your loyal and steadfast companion, willing and able to aid you however it can. Your companion also has an unerring sense for your location and status, allowing it to come to your aid at just the right time.

Beastman Markers [-100cp]: A supply of things similar to adhesive medical strips, but the pad turns blue after coming into contact with a Beastman. Post-jump, they have the same reaction to other sorts of shapeshifters.

In addition, you get a supply of various kinds of normal adhesive medical strips.

BNA [-100cp]: Your own collection of the BNA series and all related media, collated in convenient formats for whatever devices you have on hand.

Cane [-100cp]: A sturdy cane with a design of your preference. Nobody pays any mind to it, always allowing you to have it on hand.

Home Shrine [-100cp]: Most Beastmen worship Ginrou as a protector deity of sorts, often having small shrines in their homes where they make offerings and prayers to the silver wolf. They'll even make little charms for good luck, like jerky wrapped in paper.

While not necessarily dedicated to Ginrou or any particular figure, you have a shrine of your own - small enough to fit on a shelf. It comes with some incense and/or candles you can light to little rituals...which actually work. Pray for a moment and offer something of some value, like a strip of jerky, and you'll find yourself a little luckier than usual for about a day. Don't try to game this little deity's patience - bigger and better offerings made more often won't provide extra benefits, and each person can only benefit from this minor blessing once per day.

Network Bypass [-100cp]: Beyond the natural barriers to entry to Anima City, access to the wider internet is also blocked off, with attempts to access outside websites redirecting the user to Anima City's official website. This can be bypassed with smuggled-in SIM cards, though.

Similar to those SIM cards, you have a little chip that allows you to bypass any similar network blocks. The form adapts to whatever device you attempt to install it in, but it allows you to access the whole of any clearnet you can connect to...even ensuring a stable and secure connection to any local equivalent of the internet if the host device wouldn't normally be compatible. It should note that this only works for the clearnet - if access to a site or network is intentionally made difficult by the host themselves, it'll be just as difficult as it normally would be to access.

Really Nice Office [-100cp]: As stated, you have yourself a really nice office - spacious, decorated and furnished according to your tastes and needs. It potentially has plenty of space for all your books, a minimal living space so you can usually be on site, a great view of the city, and more in addition to being comfy and soundproofed. Whatever your choices, you don't need to pay to keep this place and the utilities never stop - even when they should.

Smartphone [-100cp]: A ubiquitous window into the internet. This smartphone is pretty average as far as its capabilities, aside from always having a fast and secure connection to any local equivalents of the internet and phone systems. It's still at the mercy of things like Anima City's firewall.

Super Duper Bread Crusts [-100cp]: You have a supply of the fluffiest, tastiest bread - always finding a fresh loaf on your person when you need one. It can even come pre-sliced! And if you'd like something other than generic white bread, this loaf may be some other variety of bread, chosen when you go to retrieve it.

Unique Chemicals [-100cp]: You have supplies of a couple unique chemicals found in Anima City, as well as instructions on how to manufacture them.

The first is a deodorizer that's potent enough to completely eliminate any odor, even baffling Ogami's psychometry-adjacent sense of smell until he thought to focus on the complete lack of scent.

The second is a sedative that's able to bring down a raging mutant Beastman in high enough doses. As a bonus, it's impossible to overdose on the stuff, so you don't need to worry about hitting someone with too much of it.

Wallet [-100cp]: A sturdy wallet in a style of your choice that you can always find by reaching for it on your person. It's able to hold an infinite amount of physical currency, ID card, key cards, credit cards, business cards, and so on without weighing more than the wallet itself. It will also always produce what you're looking for, no matter how much you've shoved in there.

200cp Items

Employment [-200cp]: The exchange of labor for currency. You have a job that pays decently, has steady hours, and that pays enough for you to live a normal, comfortable life. An enviable status for many, especially since you can find a similar job at the start of each jump or whenever you otherwise pick up and move to a new region.

Home [-200cp]: A comfortable place to rest your head - it doesn't cost anything to keep, the utilities never shut off, the kitchen never runs out of food, and there's enough space for a small family.

If you'd like, this living space may come attached to a business, like the home being above a restaurant. This business shares the same benefits as your home, with an extra guarantee that it'll at least break even.

Papers [-200cp]: All the documentation you need to prove that you are who you are, and that you're allowed to be where you are - either totally legit or so convincing that nobody will think to check any databases. These papers update each jump, and may include any certifications and licenses that your perks and skills would qualify you for.

Vehicle [-200cp]: A civilian vehicle of some description under your ownership. This could be anything from a bike to a container ship. Whatever your choice, this vehicle is far sturdier than normal and doesn't need fuel to run.

400cp Items

Arms [-400cp]: A cache of civilian and military-grade man-portable weaponry and other combat equipment, including enough ammunition to support a long firefight. If you want, this arms cache may include - or be entirely composed of - variants that fire darts loaded with a potent sedative.

Connections [-400cp]: It pays to know people, and this option allows you to pay to know people. This item represents a number of contacts you have in the local setting, though their exact number and nature really depend on the setting, your intentions, and your starting circumstances. For example: Dropping into some modern setting with criminal intent and just the clothes on your back, you'd start off with the contact information of some people who'll help you out from some likely criminal favors. Inserting with a local history alongside some large business, this will be several influential figures in your industry that you've been acquainted with previously.

Followers [-400cp]: A group of people under your authority. You can choose the nature of this group - maybe it's a cult, employees at your business, bodyguards, subordinate goons, or even a harem of lovers. These people are loyal to you and decently competent, but they're ordinary people at the end of the day.

This provides you an entourage of followers by default, but you can also populate any of your fiat-backed properties and organizations with members of this group. You can also decide if these people are persistent between jumps, or if you receive a new set of locals at the start of each jump.

600cp Items

Angel Machines [-600cp]: A couple models of autonomous "medical" robots designed and manufactured by Sylvasta Pharmaceuticals.

The standard drone is a large box that usually rolls around on little wheels, but it can deploy all kinds of things from inside its chassis - four legs to let it get around on rougher terrain, a pair of arms that can then alternatively deploy as gatling guns, a couple more guns loaded near the front, restraints on the top that can deploy to keep even a Beastman undergoing Nirvasyl Syndrome in check for long enough to shanghai them to proper containment, and probably some more stuff. All those guns can fire live rounds or tranquilizer darts loaded with powerful sedatives, switching as needed.

The smaller drones are vaguely wasp shaped, flying around on insect-like wings and equipped with a rapid-fire gun in place of a stinger. This gun fires the same tranquilizer darts as the standard drones, though can still be switched to live rounds if you want, and these wasp-like drones are very fast and maneuverable, allowing them to easily swarm and overwhelm targets. Really, their main weaknesses are being less versatile and more fragile than their boxy cousins.

As for the form this item takes - that's up to you. You could simply receive the blueprints for these drones, a lone drone of one type, squads of each type, automatically upgrade all your properties to use them as automated security, all of the above, or any particular combination. Any drones you receive directly from the option that aren't attached to a property don't need batteries or fuel to keep running indefinitely, and never run out of ammo.

Research Hospital [-600cp]: A towering facility that's equal parts hospital and research lab, and on par with the Anima City's own Medical Center. In addition to being able to meet the medical needs of a

whole metropolis, this facility is also equipped with numerous labs for whatever kinds of biological or medical RnD you have in mind, in both cases having all the equipment and supplies needed on hand. The only exception for that last bit is anything that's truly unique.

The facility doesn't cost anything to keep or run, and may come with a staff of loyal and competent employees who manage the day-to-day functions - leaving the big picture stuff to you.

Mega-Conglomerate [-600cp]: Your own megacorporation, on par with Sylvasta Pharmaceuticals and specialized in a field or industry of your choice. A prosperous multinational megaconglomerate with a robust vertical monopoly, your company is virtually guaranteed to make a large enough profit for you to prop up a whole city state with both financial and material support, pursue bleeding edge research and development, and live a lavish lifestyle - all without interruption. It also practically runs itself, requiring only some direction from you.

Companions

Create/Import [-100cp]: You may purchase this option multiple times. Each purchase allows you to create and/or import up to 8 companions. Each companion receives 600cp to spend on perks and items, as well as an appropriate Species and Background.

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

Export [Free]: If you've convinced someone and they're still alive at the end of your time here, you may bring them along as a follower or companion if you want.

For **-100cp**, you may arrange to have fateful meetings with a character of your choice, giving you plentiful opportunities to get acquainted with them and convince them to come along.

Expy [-100cp]: You may purchase this option multiple times, each time creating a local version of an established character from another setting. These characters are adjusted in background and powers to fit this setting, and you're guaranteed to meet them and have the opportunity to recruit them.

Drawbacks

No drawback limit.

Kleptomaniac [+100cp]: For the duration of your stay, you'll have a habit of pocketing things without really thinking about if you should be doing that or who will see you do it. This is obviously a behavior that's going to get you in a lot of trouble.

Penniless [+100cp]: For the duration of your stay, you are going to be dirt poor. Any lucky breaks or money items you have will go to waste, being eaten up by sudden debts or incredibly poor spending choices. No matter how much you work or how much others help, you'll be right back to barely scraping by before long.

Prejudiced [+100cp]: For the duration of your stay, you'll have an unreasonable hatred for either Humans or Beastmen. This isn't something you are incapable of getting over, but that would require a lot of exposure, trial, and error as you inevitably spur conflict that's more likely to strengthen your hate than make you question it.

Psychological Entropy [+100cp]: For the duration of your stay, you'll be far more in touch with your feelings...for the worse, since they're much more volatile than normal as well. Mood swings are to be expected and it doesn't take much to set you off or push you to 11.

Young/Old [+100cp]: Starting your time here, you're either a newborn or geriatric, and there's nothing you can do about it. You'll either be too young to do anything, or too old. You at least won't die of age-related health concerns.

Hated [+200cp]: For the duration of your stay, either Humans or Beastmen will instinctually hate you. They'll tolerate you at best, and the more hotheaded will tend to take offense at every little thing. This obviously makes dealing with your chosen group very difficult.

Hopeless [+200cp]: You simply cannot see the silver lining in any situation. Everything sucks and always will, as far as you are concerned, and you'll let anyone know who'll listen. This is sure to bring any social situation down, and annoy the snot out of more reasonable people.

Life As A Beastman [+200cp]: For the duration of your stay, you'll find yourself stuck in unfortunate circumstances that force you to take questionable actions and enforce questionable behaviors. For example, you may not want to sell a bunch of orphans - but you've got a debt to pay to someone much stronger than you, and every other revenue source isn't going to cut it.

Performative [+200cp]: You care. You care *a lot*. Unfortunately, you're also ignorant as shit. So while you may be incredibly socially progressive, you're guaranteed to do more harm than good whenever you actually get involved. Like dumping a dolphin Beastman in an aquarium, thinking that she can breathe underwater.

Stuck [+200cp]: For the duration of your stay, you'll be stuck in some way.

As a Beastman, you'll be stuck in your beast form. This has some serious social repercussions since Beastmen outside of Anima City tend to get hunted down by bigoted Humans, and Beastmen take being transformed as a threat and escalation.

As a Human, you'll be stuck in Anima City. Any effort to leave is fated to fail, and you'll be stuck around people who *know* you aren't one of them and won't be too friendly with the Human in their midst.

Indebted [+300cp]: For the duration of your stay, you're gonna be stuck in permanent debt to some shady characters. And you'll feel indebted to them, to the point you'll do almost any sketchy favor they ask of you.

Fledgling [+300cp]: You have little control over your own abilities, like a young Beastman that can barely keep their human form. If you don't have any special abilities, this applies to your own body and likely social cues as well. It's not impossible for you to re-learn this control, but it'll be a rough few years until you do.

Naive [+300cp]: You are absolutely gormless. Like, no guile at all - you're always straightforwardly honest and expect that others are the same. Beyond simply being terrible for opsec, you'll also walk right into incredibly obvious traps.

Nirvasyl Syndrome [+300cp]: Something that all Beastmen have the potential to suffer from. When their emotions are running especially hot, they risk completely losing control and transforming into a raging beast that takes incredible resources to put down. Beastman or not, you also suffer from this now, and it takes much less emotional turmoil for it to trigger in you.

Trouble Magnet [+300cp]: You just can't help but be at the center of crisis after crisis. Every week, whether as the result of your own actions or simple circumstance, you'll be caught up in some harrowing event or another.

The End

Return Home / Stay Here / Continue
All Drawbacks are revoked.

Notes

Beastmen;

- Normal beastmen can only take on the form of a particular anthropomorphic animal.
- Normal beastmen cannot fully transform into an animal.
- Beastman transformation is total across their body, but they can control their degree of transformation.
- Beastmen get stronger, faster, and so on the more transformed they are and vice versa.
- Beastman transformation is quick, happening in a fraction of a second.
- Beastmen may inadvertently transform in response bursts of emotion.
- What animal a beastman transforms into depends on their parentage, though there are no hybrids even when different types of beastmen intermingle - resulting children always take after one of their parents.
- There's no mention of human/beastman *intermingling*, so fanwank if that's something that matters in your chain. But I'd imagine that any resulting offspring would follow the same pattern as inter-type intermingling - either being human or a beastman of the same type as the beastman parent.

Why is the font size for option descriptions smaller than usual?

I wanted to keep each origin's stuff to one page, but the Resident perks were just a couple lines too long.

Beastman + Divine Beast: You may choose a different animal for each.

Changelog

2025-04-29;

- Initial Release.
- Added note regarding taking both Beastman and Divine Beast.

Links

[Live Document](#)

[My Stuff](#)