



Yashima is a city of 2 halves. Upper Yashima is where the humans safely live in their homes without much threat or worry. Lower Yashima on the other hand, is where humans who aren't so lucky live alongside the half beast-like beings known as kemono, and creatures known as makatsuhi. Creatures without any emotions or signs of intelligence that seem to function purely

on instinct, and prey on humans and kemono alike. The only thing protecting humans from makatsuhi are the kemono of Zero Squad. A special class within Akatsuki Academy that gathers up kemono with special powers and trains them on how to use their powers to protect the humans and kemono alike from the threat of the makatsuhi. The problem is that humans see kemono as dangerous beasts just like the makatsuhi. Yuu is a human who has always had impossibly bad luck wherever he goes. On his way to a new school, he gets kidnapped by kemono who hold a grudge against humans, gets attacked by a makatsuhi, and is helped by a kemono named Riko. The next thing he realizes, Yuu has been transferred into Zero Squad and is forced to learn to fight.

This is the story of Zero Squad and their battle to find their place in a world that sees them as a threat. And incidentally, it is also **your** story as you try to find your place in this world over the course of 10 years, which you start some time after Yuu joins Akatsuki. You will have **1000 CP** to spend during your time here.

Welcome to Yashima.

Origins

Specialist - No obvious unique abilities, no claws or teeth capable of shredding metal and tearing apart stone, no blatant superhuman speed or strength. For all the world, you look like a totally normal human. But looks can be deceiving - you wouldn't have gotten into a position of working together with powerful kemono if you weren't capable of SOME things on your own. Having a fast analytical mind, good business sense, a fair amount of martial skill - albeit nothing compared to a kemono -, and maybe one or two tamed Cognitive Elementals in your backpocket for a rainy day? That can go a long way, but those aren't the only things you have access to. Weapons that harness and utilize your blood to achieve esoteric effects on par with the more powerful kemono? Now THAT'S where the actual fireworks are at.

Dangerous Goods - Humans with the power to use their blood as the catalyst for a unique Reality-Warping **Ability** that alters the world in a localized way, rewriting the world into a reflection of the user's perception. This may manifest in a large number of ways based on how the user understands and interprets reality, but all such Abilities, whether human or kemono, can violate the laws of physics in this manner. As a human ability user, you are one of the handful of human individuals who can naturally manifest these powers without being a kemono or having to utilize alternative methods, though it does come with the disadvantages of not having the same raw endurance of many kemono.

In much the same way as kemono are, ability users are discriminated against by many humans and are legally considered by law to be 'non-humans', which often leads to them being taken in by one of the military schools to be trained as soldiers for the benefit of society. This has

fostered in many of them a deep resentment for kemono, having been placed in environments where human ability users are frequently picked on or singled out for discrimination and abuse.

Kemono - Beast people, or to be more accurate, beings born from the Cognitive Element that can appear in functionally any variety of shapes. From the simple forms of common anthropomorphic animals, to mythological beings, to outright giant beasts, to even blobs of goo with eyes in them or weirder things. The nature of kemono leads to practically endless amounts of variety and no two kemono are guaranteed to be the same. But the real big kicker of the Kemono are those amongst them with unique powers, commonly called **Reality Warping** - the ability to impose their own will upon the world and bend it until natural law gives way to the supernatural.

Kemonofied Human - Humans and Kemono don't tend to get along, in-between various man-eaters (kemono who HAVE to eat human flesh) and tension that emerges from the local-human-focused organization being very much focused on humans only and quite content to leave kemono to rot, things aren't looking too good for plenty of people, human or otherwise, who live in Lower Yashima. But a special kind of bad comes from humans who get attacked by hostile kemono and live - see, kemono are made up of pure Cognitive Element, little reality-altering cells that make them up and these cells love to attach themselves to basically anything and change them in really bizarre ways.

One of these ways can involve attaching to humans who've survived a man-eaters attack and slowly altering them over time into kemono themselves. The effect varies with how much it changes someone, with some still having a human 'base' state that they default to but with the ability to turn into a kemono at will and utilize abilities at the cost of blood, and others remain in a kemonofied state almost indefinitely because of the alteration they've undergone.

Distorted Deviant - Obsession can turn anyone into a monster, and in a world where cognition is power, that holds true moreso than usual. Weird things exist beyond the scope of humans and kemono, and when a human falls into an obsessive spiral over a certain thing to the point it consumes their life and everything they once were, they might become a **Distortion** - essentially becoming just another monster, focused entirely on perpetuating the obsession that gave birth to them. A Distortion's powers naturally revolve around said obsession and can manifest in whatever way most suits the Distortion's motif.

General Perks

Reality Warping [100/Free for Kemono and Kemonofied Human] - The Cognitive Element, that living particle from out beyond that do any number of things; from giving rise to life in the form of the Cognitive Elementals, to even being the very building block of the Kemono themselves. The

very logic of the world can be altered just by the nature of this bizarre element, but there is a step further beyond. An ability held by some of the Kemono that enables them to do more than just alter the common sense of the world, but outright *break* it. This is the power known only as **Reality Warping** - the ability for Kemono and those with abilities to impose their own wills onto the world until logic gives way and they can draw forth the shapes of any number of supernatural abilities.

For those Kemono gifted with the ability to warp reality, their specific style of reality alteration is unique to them and has little room for change in theme; it can be something as simple as creating and firing lightning at your enemies, to controlling one's own blood as a weapon, to manipulating water and shadows, to creating flames from nothing, to a mastery of sound, to even the ability to craft dreamlike illusionary worlds that you can freely manipulate. The definitive theme of their reality warping does not change, but what can change is the degree of the alterations, the *power* behind them which can grow as the Kemono grows more accustomed to altering the fabric of the world. The effects of reality warping can even be imbued into certain weapons and artifacts, tools that can draw upon bizarre and fantastic effects that defy common sense.

Let it be known though that all forms of Reality Warping draw upon the user's blood to maintain themselves. The more blood you have, the more you can continue to alter reality. But with little to no blood, you lack the means or ability to make your will a tangible fact and your powers cannot take effect.

Gnawing Instincts [100] - The hunger, the thirst, the *feeling*. A gnawing sensation in your bones that amplifies all your senses, all sensations heightened to the furthest they can go. You can smell the blood and sweat on the air, the taste of life filling your mouth. It's wonderful. You can detect everything around you in near-perfect detail, their scents open to you and oh-so tantalizing, letting you track them no matter how far they try to run from you. It's hard to focus though, hard not to give into the temptation to let loose, to simply give in and slake your lusts for flesh and blood without any sort of hesitation whatsoever.

Bloody Carnage [100] - You revel in bloodshed, in a way that only you can. But it's something you've learnt how to temper, people in Yashima - human *or* Kemono - don't last long if they let bloodlust or battle-mania overwhelm them. In your case, your temperance has been focused in enabling you to keep your head when it comes to intensive combat, to retain control and not let the bloodlust or battle-mania swallow your higher reasoning. This has allowed you to skillfully integrate both your intent to kill and your thinking mind into one focused mechanism, keeping all of your strengths but with few of the weaknesses.

The Nose Knows [200] - Everyone and everything has a particular scent, a way to detect them that is often so minute or diluted by everything else that it can be hard to make out. For Kemono, these scents are often very strong and easy to pick out when not masked under something. Now combine how bloody things tend to get in Yashima, especially with the Makatsuchi crisis going on, and you have a recipe for picking up when things go wrong more

often than not. This ability can be blunted though if the scents are too spread out or if there's simply too much of one particular scent (such cases happen often when it comes to dealing with murderous man-eaters or Makatsuhi). And in situations where it may come up, something may escape your detection by assuming the shape (and thereby scent) of another thing, making it undetectable for however long this assumed 'disguise' remains.

Bones And Spines [200] - Hurting you is harder than it looks. You're very, very sturdy and even when your bones are mostly broken, your organs pierced or crushed, and you've lost most of your blood, you're still capable of twisting yourself back into some semblance of functionality and continuing to go on. It's tiring and exhausting, especially if you've already lost a lot of blood before, but so long as you have enough blood to keep going, you can cheat death for just a little while longer.

Specialist Perks

Captured Details [100] - You've got a keen eye and an even sharper memory. Things that would slip by most people or be ignored by the unwary are very easy for you to pick out and piece together. Finding flaws in somebody's story, figuring out that a man-eater who's 'supposedly' been taking the drugs to suppress their urges might not be on the up-and-up, identifying the eviscerated remains of someone just based on key details of the corpse and environmental clues, finding a disguised serial killer from certain details and character ticks even they may not be aware of...the list goes on. You're still squishy though, so don't go getting a big head or anything.

Blood & Steel [100] - Artifacts for manipulating the user's blood and using it to call forth Reality Warping effects are a dime-a-dozen. At least, for those combat schools and divisions who can afford to outfit people with such things. Good news for you that you've got connections of your own and the sense to have a few in your backpocket for emergencies. Starting out, you will always have **at least 1** Artifact on your person at all times. How these things work varies depending on what they are, but some examples might include:

- **A giant bow/bowgun hybrid that fires pressurized arrows of your own transmuted blood at people.**
- **A sphere of dark material that can shift into various weapons or impale itself through objects (and people).**
- **Strength and body-enhancing equipment like gloves or boots**

Taming The Beast [100] - You have managed to tame and leash a dangerous Cognitive Elemental being to your control, disguised as or within some seemingly innocuous trinket or item on your person (a briefcase, a schoolbag, a pen, your suit tie, etc). The entity is basically feral, of very little actual intelligence, but it has been trained to respond to threats to your life and attacks them with ruthless efficiency. Most victims don't even realize they're dead before falling into pieces, carefully and precisely eviscerated as they are.

Investigative Access [200] - You know how to get yourself into crime scenes, areas ravaged by out-of-control Kemono, mad humans, Cataclysms or worse, the Makatsuhi themselves. To others, you always have the look and presence of someone who knows what they're doing and they're willing to stay out of your way so you can do your goddamn job.

Nerves Of Steel [200] - You don't tend to scare easily. In this line of work, you either get used to bullshit and people dying quickly, or you end up on something's dinner plate yourself. For lots of humans struggling in your situation, this is their way of life - adopting a cold presence and a harsh demeanor is one of many ways in which you keep yourself not only sane, but also at a distance from all the carnage living in Lower Yashima represents.

The Hive's Detractor [200] - You are an anomaly. Not in the physical sense, no - but mentally and morally. You lived in Upper Yashima for a time, where conformity and being nothing more than another mindless drone were the expected outcomes for any and all behavior. No deviance, no individual thought, no identity was to be tolerated. Then at some point, you decided being a cog wasn't for you and you simply...left. Nowadays, you're the one who stands out in groups, the one whose mere presence can disrupt well-placed singleminded devotion to a mindless cause. It's not your fault really - you just hate taking dumb orders.

Dangerous Goods

Blood Symmetry [100] - The Cognitive Element is what enables the Reality-Warping effects of the Kemono, and in turn, is what fuels their existence. And right now as you feel the blood in your body twist and become something **more**, it sings to you. You can manipulate your blood in a number of ways, to create objects or weaponry for use in combat

Kemono Perks

Kemonofied Human Perks

Distorted Deviant Perks

Items

Torii Heavy Industries: Nail Gunsword <<Ushi No Yuku>> [100] - A highly modified nail gun that also doubles as a close-quarters blade weapon and can switch between both states at a moment's notice. In its ranged mode, it fires high speed nails with enough force to tear apart flesh and punch holes through solid foundations.

Companions

Upper Yashima Student [100] -

Human Protection Agency Platoon [100] -

Gakuroukai Bodyguard [200] -

Beast Attack Squad Akatsuki [500] -

Drawbacks

Scenarios

The End

Notes