

BEASTARS



BEASTARS

1.0 - Original Edition

A Jumpchain CYOA

Story and Art by Paru Itagaki

Imagine a world much like ours, save for one detail: the fact that it's populated not by humans, but by sentient, anthropomorphic animals. Every animal, every beast, is a sentient, from the smallest mouse to the largest elephant. Society here faces quite a sizable cultural divide between two groups - herbivores and carnivores. While most are civil and friendly with each other, there remains instinctual tension between groups, natural urges that most must suppress. The leaders of this society are known as Beastars, truly exceptional individuals who bridge the divide between beasts.

Each school nominates a student to become a young beastar, one who receives special training and has access to influential positions, and the best of those becomes the leader of animal society - the Valiant Beastar. Most are nominated through academia, with charismatic, influential students receiving the position. In fact, it's mandatory for schools to nominate a student. Amidst all this, something unfortunate has taken place at one of those schools. Cherryton Academy is the site of a grisly scene - something considered the most heinous of crimes. An alpaca named Tem has been murdered and eaten by an as-of-yet identified carnivore, shaking faculty and students alike.

One such student, a gray wolf named Legoshi, struggles to acknowledge his own urges as he comes of age. He's a nice guy. He's quiet, soft-spoken, considerate, and fully aware of how others might see him due to his status as a predator. Right now, he's just a regular student and a member of the drama club's stage crew. However, if things go without your intervention, he'll forge a deep connection with a rabbit named Haru, develop a fetish for herbivores, fight mob bosses, become a vigilante, and bring Tem's murderer to justice. But can love overcome one's primal urges? Can carnivores and herbivores of all shapes and sizes live together in peace? Can the power of trust and friendship overcome that of fear and xenophobia?

You'll be sent to this world a day after Tem's death. Anyways, take these:

+1000 CP (Cherryton Points)

Locations

Roll 1d4 to determine where you start, or pay 50 CP to pick for yourself.

1. Cherryton Academy

The main setting for a large portion of the series, Cherryton Academy is a prestigious place of education. It's considered elite, and its large student body has access to a large number of clubs, spacious dormitories, and even specialized rooms for each species to act out their urges. Unlike the other schools, this one hasn't nominated a Beastar for years, and the position's up for grabs. Of course, there's the issue of a recent murder hanging over the school's head...

Students may start here for free.

2. Beast Apartments

A dingy, cheap apartment complex, with rent coming in at ¥25,000 a month. It's not far from the city center or the black market. It's in a seedy part of town, with little space allotted for each tenant, no bathrooms aside from shared sinks, and thin walls you can hear everything through. It's said that it's full of shifty characters, the police are suspicious of the area, and there are rumors that a drug for carnivores called BB is circulating in the area.

Citizens may start here or in the general vicinity for free.

3. The Black Market

While it's taboo to even mention this, it remains an immutable fact that carnivores are meant to eat meat. Most won't. Polite society largely subsists on vegetable or insect-based alternatives. However, dietary needs don't just go away with the passing of laws. Hence, the existence of this place. Many think it's just a rumor, but it's real. Here, the trade of illegal goods such as meat and drugs is done freely. The place is ruled by four feuding mono-species gangs, and there's a certain vigilante doctor lurking around.

Criminals may start here for free.

4. Free Choice

Lucky you. You can take your pick of the bunch, or appear anywhere in this world.

Species

The kind of beast you were born as plays a large role in this society. Social status, physical size and strength, natural strength, diet, instincts... all of them are determined by one's genes. You, as the Jumper, have a leg up on others here, as you may choose what kind of beast you'd like to be. All vertebrates are sentient creatures in this world, from mammals to birds to reptiles to more. Given the amazing diversity in our natural world, it goes without saying that the beasts here are amazingly varied as well.



For **+200 CP**, you are a very small, very weak herbivore, such as a mouse or a gerbil. You're small enough to ride upon most other animals, or for them to easily step on you. Other beasts might look down on you or consider you adorable in equal measure.

Alternatively, for **+100 CP**, you are still a small, weak herbivore, but markedly less so. Think a Netherlands Dwarf rabbit or a squirrel. You're still small, but you're not *that*

small. It's the difference between being small enough to fit in someone's hand as compared to being three feet tall.

For **no additional price**, you are a regular herbivore or carnivore. If you are a herbivore, you could be a goat, a deer, a gazelle, a (larger) rabbit, a sheep, or something else, but you are essentially a "standard" herbivore - you possess no particularly noteworthy natural advantages or physical strength that other beasts might. However, herbivores are generally much more fertile than carnivores, and outnumber them by far in today's world. If you are a carnivore, you're more like a fox or a mongoose than anything truly large and threatening.

For **100 CP**, you are a *large* carnivore, such as a wolf, a big cat, an alligator, or some other form of apex predator. Your kind generally possesses far greater physical strength than other beasts, not to mention fangs, claws, and powerful jaws. Of course, this varies from beast to beast - a bear will be somewhat stronger than a wolf or tiger - but nonetheless, you are strong, and could naturally overpower and/or intimidate quite a few. You may also possess some other natural advantages, such as the sharp smell of canidae or the venom of a komodo dragon. Most large carnivores are natural fighters, instinctively sizing up an opponent's strengths, vital statistics, and weaknesses¹ and possessing excellent night vision. Alternatively, you could be any sort of animal that's considered strong, such as an elephant, a moose, or a panda.

If that's not an appealing option, there are two more options at this size. The first is to be some sort of beast with another natural advantage, such as an elephant's size, a dog's intelligence (in this world, dogs have been bred for that very trait and are considered extremely intelligent) or a bird's flight. The second is to be a hybrid, the product of interspecies marriage between your parents or grandparents, though this may have unintended consequences. You may pay an additional **100cp** to have one of these beneficial traits or hybrid ancestry *and* be a large carnivore, within reasonable limits.

Aquatic animals exist in this world too, though they largely live in a separate society with different cultural norms than land animals. They're also much less anthropomorphic, with the exception of certain amphibious animals such as seals. Most can't really breathe on land, being fish and all. The price to exist as one of these is similar. +100 for something small and weak (eg. anchovy), no price for something regular-sized (eg. seal) and 100 for something large and powerful (eg. shark).

¹ See Chapter 6 or Episode 2.

Of course, there's one last option. It **comes at no price** and might be familiar to you. A freakish, nigh-hairless, apelike creature never before seen by any beast on this Earth. If we had to say what it was, it'd be some subspecies of hominidae, and it seems to be unnaturally intelligent...

Whatever the case, the species of anthropomorphic animal you've chosen now will become an alt-form once the Jump is over.

Backgrounds

Who are you in this world? Each of these backgrounds may be taken as a Drop-In.

Student: You're a registered student at Cherryton Academy, or perhaps a local university. Like most other students, you've been set up with a dorm room, a club, and a class. You're likely a teenager still finding your place in the world. Your age is between 16 and 18. Alternatively, you may be part of the faculty, in which case you're a good deal older. Roll 20 + 2d8 in that case.

Criminal: On the wild side, I see. While you may not necessarily have a criminal record yet, there's no doubt you're involved in some shady stuff, likely in the black market and/or a criminal organization such as the four gangs that run the Black Market... Roll 18 + 2d8 for age.

Citizen: Of course, taking the previous two backgrounds doesn't waive your citizenship. This is just to say that you're a regular, upstanding citizen of society, having graduated from high school and possessing no ties to illegal activities. Roll 18 + 2d8 for age.

Perks

As usual, perks are discounted by 50% to their associated origins, and discounted 100-point perks are free.

General

AND THAT'S CALLED JAZZ! (100): This perk gives you a mental soundtrack of sorts - the entirety of the Beastars soundtrack, be it the OPs, the EDs, or the general tracks that play during the animated adaptation. You're a pretty good dancer, too, certainly skilled enough to catch the Cherryton Drama Club's attention.



White Rabbit (100): Sexuality in this society is a funny thing. Same-species couples are considered far more conventional than interspecies ones, but almost nobody is exclusively attracted to those of their own kind. There have been all sorts of interspecies couples and... well, this perk makes you pretty. Attractive. Good-looking enough to attract all sorts of admirers.

Interspecies Relations (200): Those of mixed heritage often struggle with conflicting instincts, strange physiologies, and are quietly stigmatized by polite society. But this shall never affect your descendants. You're capable of producing a child with any other

species with the requisite anatomy, and furthermore, said child will not suffer from any instinctual or physiological problems that dog so many other hybrid beings. This perk is hereditary, and will be passed down to your biological children, who will pass it down to theirs.

Mellow Mellon² (400): You've got a certain charisma about you. You're kind, polite, likeable, and seem to be an all-around splendid person to be around. Lots of people want to be your friend. And that's just your animal magnetism. You've taken this to further heights with an applied, university-level understanding of psychiatry. You can ingratiate yourself and find common ground with just about anyone, which makes understanding their motivations and getting them to open up to you very easy. All the better for when you betray that trust, perhaps...

Student

Learning 101 (100): You are (presumably) a student at one of the most prestigious high schools in the country: Cherryton Academy, and that means you're here to learn. A requirement for that is having a mind suited for that. If you weren't before, you're now somewhat above average in intelligence and have enough study skills to at least pass...

Club Activities (100): Clubs are pretty common in Japanese schools. Beastars is a manga. Put two and two together, and it's no surprise there's no shortage of them at Cherryton, too. Experience in one such club has taught you a thing or two. Maybe you're a passable stagehand, or perhaps you're the only other member of the gardening club.

Bloodhound (200): You're good at deducing generally correct conclusions from a few clues, but your true forte is your ability at recalling specific scents and tastes. Once you've smelt or tasted someone, you'll never forget that experience. Keep it up, and you could build a mental archive of taste and smell that'll allow you to identify anyone near you, and make further inferences such as, whether they've had close contact with someone else or if they're dead or alive.

Jaw Wars (200): When one carnivore pits his strength against another's, it's done through a tug of war where both pull the rope using their jaws. Yours are particularly

² Yes, I know the villain's name is Melon, after the fruit. It's integral to his character since melons display traits of both fruit and vegetables, and Melon's a mixed-species beast. But I feel like saying "Mellow Melon" is too direct, and also, Mellon is the Sindarin Elvish word for friend in Middle-Earth. "Speak friend and enter." The perk is named "mellow friend."

strong, even if you're a herbivore. You bite with almost half again the force of a normal member of your species. But this isn't all there is to this. Muscles weaken from a lack of use, but you might be able to benefit this. Strength that would normally be lost from disuse will instead transfer to other parts of your body. A carnivore training to resist eating meat could trade jaw strength for stronger arms, for example...

The New Boss (400): Much of one's lot in life is determined not by skill, effort, or luck, but having a good relationship with the right people. It's easy for you to impress others with your actions, especially if you're decisive, confident or just accomplish something exceptional, and can turn that initial respect into the start of a lasting partnership. You might even be able to get yourself control of a whole organisation by killing its leader, if they're the type to respect violence in that way.

Adler (400): The star of the show - that's you. You are possessed of an intense personal magnetism that draws people to you like bees to honey. You radiate the air of what those around you would call a born leader - someone confident, authoritative, and dignified. If anyone could be the next Beastar, it might just be you. Projecting the precise public image you'd like comes easily to you regardless of your true feelings. *Acting* the part comes even easier, even if you're hiding doubts or a degree of frailty. In fact, you could be a wonderful actor should you put your mind to it.

A Beast for You (600): The power of love is a curious thing. It redeems, corrupts, makes beasts cry in grief or sing for joy... and it brings strength, in times of great need. When someone you genuinely care for has been threatened, hurt, or taken from you, you'll be at your best when fighting to protect them. You'll experience a surge of physical strength, and your fighting instincts will hone themselves to their absolute peak. A normally timid high schooler could take on multiple members of a feared criminal organization and come out victorious. Additionally, an intense meditation regimen has strengthened your willpower to the point where you prove extremely resistant to any natural hunger or addictions you'd have, and this inner strength will carry you through much hardship.

Criminal

Back-Alley Beast (100): The Black Market's a bad neighborhood. It's got competing criminal organizations, meat-addicted junkies, underground fighting rings, people desperate enough to sell you their fingers, and the occasional vigilante who fights pretty much all of the above. If you can make it here, you can make it anywhere. As such,

you've developed an eye for danger, giving you a fine sense of when someone or something's nothing but bad news. Best get out of dodge then.

The Adult World (100): ...is perhaps less idealistic and more tragic than the world of younger generations. Perhaps that is why a criminal syndicate can kidnap and almost devour a high schooler without the authorities lifting a finger to stop them. It's unnaturally easy for you to find corrupt figures in positions of power whose interest it's in to sweep your dirty deeds under the rugs, seemingly turning a blind eye to your crimes. This does nothing to deter private citizens who have their own reasons to go after you, though.

Tooth and Claw (200): The Black Market can be a violent place, and you're proof of that. You've gotten involved in enough brawls to know your way around one. You're a tough one. You can throw or take a punch, wrestle, and effectively leverage any natural advantages you may have in a fight. Moreover, the wide variety of beasts you've fought has served as a crash course of sorts on anatomy. Most have strengths and weaknesses based on species, such as a leopard's speed or an avian's shriek - ones that you're aware of how to exploit to your advantage.

Gourmet State (200): The Shishigumi boss believes there's a type of meat that's the best. The body of a pure, unpigmented herbivore... but that's not enough. No, they need to be broken down, humiliated, and cowed into submission. The emotions they feel make them taste better, you see. As such, you are excellent at terrorizing others into submission to make the best meals out of them, as you know numerous ways of inducing states of fear, shame, and regret. Furthermore, any meat you eat will taste noticeably better if the being it belonged to is or was feeling those emotions, depending on whether they were eaten alive or died before consumption.

The Taste of Life (400): Carnivores were meant to eat meat. It's their natural diet, yet society requires everyone to be vegetarian. Insectivorous at most. Yet there are benefits for breaking the taboo and consuming living flesh, even if it's just an insect. Doing so fills your body with virility and strength - though it comes at the cost of having a seemingly conversation with a mirage of the being you just ate. You could regrow a full layer of fur or scales, make yourself as strong as a bear, and even somehow achieve esoteric, hallucinatory feats of transforming into the creature you consumed.

Doug (400): Many different illegal substances can also be found in the Black Market, and somebody has to manufacture them. Who better than you, since your knowledge of chemistry and pharmacology are so well-suited to such a matter? You can synthesize all sorts of consumables, from the drugs made from the bodies of carnivores and other ingredients to BB, an addictive energy drink made from blood and powdered herbivore bone. You're simply an expert when it comes to turning corpses into usable drugs.

Imaginary Chimera (600): Have you ever desperately wished you could be someone else? Have a different body? Been obsessed with another species or kind of person? The Imaginary Chimera is the ultimate manifestation of such desire. It is a secret fighting technique that only those who have strong emotions about others, be they hatred, yearning, fear, love, envy, or something stranger still. You possess such a complex, and as such, have learned to manifest your imaginary Chimera - something visible to your opponent only. This mental projection enables you to punch far above your weight, and vastly augments your fighting skills.



Citizen

A Role in Society (100): As much as *some* people might look down on employment, most of us are wagies. We work to earn the money we need to pay the bills, and that's perfectly respectable. You've got a job, and the skills to show for it. Pick one basic occupation. You now have ten years of practical, hands-on experience in it. Perhaps you're a ramen chef, a sales rep, or a security guard. It'll be enough to pay the bills.

The Soul Inside (100): Society is full of those who'd stereotype you for inherent traits you can't control. Your race, species, gender, all of these things influence how others perceive and treat you. In your case, though, they're generally more inclined to judge you for your actions instead of your race. If you were a carnivore, a herbivore afraid of your kind might feel more at ease around you... unless they just saw you devour someone.

A Lion's Image (200): Did you know that some authority figures are so fixated on public image that they're willing to allow some serious crimes? Regardless if you're the same, you now know much about maintaining excellent public relations. What and what not to say, media relations, saving face, and cultivating your personal appearance to convey the desired message - even if it requires drastic measures such as orthodontic surgery.

Cornered Rats (200): Small beasts must stick together, and nobody demonstrates that better than the corps of former thieves employed by the current Sublime Beastar... and you. You excel at working in formations and physically coordinating with others to achieve feats that'd be otherwise beyond you, as well as rapidly training them up to your standards. In fact, your teamwork's so formidable that you can synchronize your movements to make some truly formidable "constructs." Works better the smaller you are.

Agaga Papupu Daba Goma Biida (400): What does that even mean? Only the denizens of the seas know. It's something good. Should you ever find yourself in dire straits underwater, utter this to any aquatic creature and they will automatically be inclined to help you to the best of your ability, saving you from a potentially watery fate. Nobody's going to be disposing of you with concrete shoes. You will somehow always be able to speak this phrase underwater, and it'll work on non-sentient marine life in future jumps.

Rehabilitation (400): It's a sad fate for a carnivore to lose their mind to their predatory instincts, to consign themselves to a life of addiction, devouring, and, if you'll excuse

me... carnage. But does that make them irredeemable? No. You are a licensed medical doctor with all the requisite knowledge that'd entail, but you specialize in helping carnivores who've eaten meat reign in those predatory instincts and reform. Not only are you able to patch up most wounds, provide first aid, and treat sickness, but you can also help people overcome various addictions through... legitimate or "legitimate" means.

Sublime (600): Ultimately, a Beastar is somebody who captures the hearts of people from every species and walk of life. A charismatic hero who transcends the labels society is so quick to sling at everyone. And while you may not possess the brilliance of a certain deer with this, it can't be denied that tackling these complex societal and cultural issues is something that requires more than just that. Administration and governance are your fortes - uniting beasts of every shape and size despite their differences and reconciling them is much within your capabilities. Common ground just seems to unearth itself when you're around. You'd certainly make an excellent mayor. With you around, maybe diversity can really be a strength.

Items

Like perks, items are discounted by 50% to their associated origins, and discounted 100-point items are free.

General

Itagaki's Manga (free): You have *Beastars*. By that, I mean all 22 volumes of the manga by Paru Itagaki, and the spin-off manga *Beast Complex* on top of that. And the anime, including the second part of the final season that hasn't come out yet as of my typing this. You also have the 149 volumes of *Baki* and the anime. You'll receive a version of *Beastars* that depicts your time here.

Eggs (100, free if you're a female bird): Eggs are as popular here as they are in our world. But where do they come from? Chickens, of course. It's common for female birds to sell the eggs they lay, which are then used for food. You receive six eggs every week. These are particularly high-quality eggs, too - the eggs of someone who works hard to produce the tastiest ones she can. All of these are guaranteed to be infertile.

B-Strike (200): Every beast, no matter their species, still has deeply ingrained animal instincts. Felines want to scratch things. Squirrels want to run up and down walls. Canines like chasing and retrieving things. Cherryton Academy even has a designated

day where beasts spend an hour in certain rooms tailored to their species - for example, polar bears get a room chilled to subzero temperatures. It's considered rude to express these desires in public. How unfortunate. To counteract this, you've got a place to cater to such needs - B-Sides! It's got all sorts of rooms for all sorts of animals, and they'll pay money to let loose and have fun here. This business will make you a tidy profit, and you're guaranteed to enjoy using its facilities yourself.



Student

Admission, Room and Board (100): You can't be a student if you're not registered. Fortunately, you've got your own student ID, uniform, and a paid stipend to cover the costs of living in a boarding school with a cafeteria. If your uniform's lost or damaged, it'll be back in pristine shape overnight. In future jumps, you may receive admission to any one secondary school or university, depending on how old you are.

Jump Club (200): There are all sorts of school clubs in Cherryton, catering to a wide variety of interests, and you're now the president of one such club. You've received a room and all the equipment you'd need for your hobby. A drama club might have props, costumes, and spotlights, for example, while the gardening club would have... a garden. You'll be the president of this club in future jumps as well, though it may not necessarily be a *school club*. If you're a member of a canon club, you may replace its president.

High Invitation (400): You've intrigued someone very important, and have thus received an invitation to meet them. Your benefactor³ is someone who holds much temporal power, and is inclined to favor you. They'll use their influence to present you with several opportunities that'd bring you great benefit, though you might have to do something for them in turn. Play your cards right, and you'll have a very powerful friend. As an aside, this invitation is in paper form and comes packaged in a box of mochi rice cakes, which are delicious.

Cherryton Academy (600): Cherryton Academy is one of the most prestigious schools in the world. And now, somehow, you're in charge of it. Perhaps you're a trustee, the dean, or the principal of the school. It's an institution the size of a small university, with at least four dorms (separated by gender and by diet), a multitude of school clubs, a cafeteria, and a student body numbering in the hundreds, in addition to a dedicated faculty. Of course, Cherryton's current dealing with a number of problems - it hasn't elected a Young Beastar in years, and there's the issue of the recent murder. As such, you may choose to be the owner of a different school instead.

³ Small b.

Criminal

Meat (100): The Black Market sells meat. You've got a replenishing supply of the stuff. More than enough to keep a carnivore fed. It's from a wide variety of species - you could be dining on rabbit one week and beef the next. If you're a herbivore, it probably won't have much nutritional use for you. You could sell it or use some of it as ingredients for certain drugs, if you've got the expertise. This will satisfy the pseudo-cannibalistic urges of other exclusively carnivorous beings in future jumps, such as Ghouls in *Tokyo Ghoul* or zombies in various settings where they exist.

Gun (200): God may have created beasts, but the invention of firearms made them equal. Neither herbivores nor carnivores are immune to bullets, after all. So, you've got a gun. It's your choice of weapon, too. It could be one of the easily-carried pistols used by gangs and police alike... or maybe you just want to mow down the Shishigumi with a machine gun. This one's particularly reliable and won't ever jam on you. Acquiring ammunition's quite easy, too. You may instead receive a tranquilizer gun, if you'd prefer a non-lethal option.



Kines Energy Drinks (400): Even if carnivores don't eat meat, there are a number of meat-based drugs made from herbivores. There's BB, blood and bones, which is composed of powdered herbivore body parts, the "energy drink" known as Kines, and more. Think of them as gateway drugs. And it isn't just that - you've got every illicit substance on the market, from ivory taken from dead elephants to *more* "energy drinks"

that have questionable, addictive ingredients. Refreshingly, you've also got a replenishing supply of Kopi Luwak.

Jumpergumi (600): The Black Market is ruled by four feuding gangs - the Shishigumi, Madaragumi, Inarigumi, and Dokugumi. They respectively consist of lions, leopards, female foxes, and komodo dragons - though it's not a requirement to be that species to be a member of those gangs, or even the leader. Perhaps they have competition now, or you've risen to a leadership position in one of them. You have a gang of thirty or so made members (as in made men) and involvement in a wide variety of criminal enterprises - protection rackets, kidnapping, meat and drug deals, you name it. Your gang possesses no shortage of assets, either. Lots of cash, but you also have weapons, vehicles, and even a tower to base your operations out of. It's enough to make someone very rich, and you won't be running out of steak anytime soon...

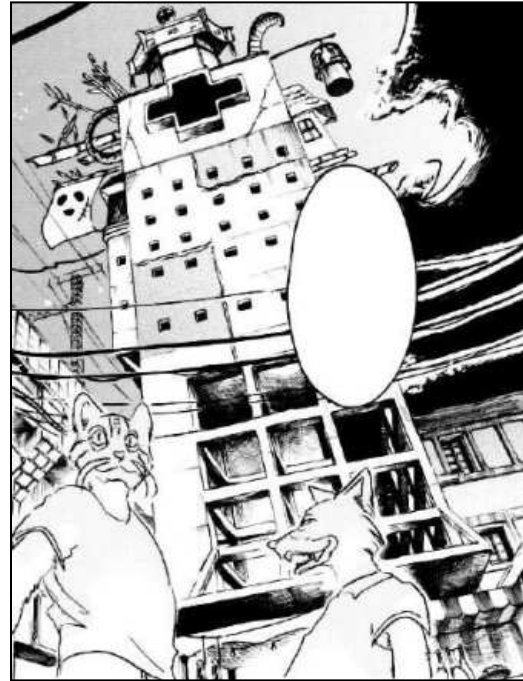


Citizen

A Living (100): You've got all the things a normal person has. A home to call your own, a job with fair wages to subsist upon, and all the paperwork and identification you'd need to prove yourself as a legitimate member of society instead of some dimension-hopping weirdo who didn't exist in this universe until yesterday.

Yahya's Carrots (200): These carrots make up the current Beastar's diet. They serve as a microcosm of his ideal world - completely regulated. The room temperature, humidity, watering times, and water amount are all optimal. They're *delicious*. It's a miracle you've gotten your hands on a replenishing supply of these. Just don't ask what Yahya's been putting into the fertilizer...

Doctor's Clinic (400): You have a privately owned medical center. Perhaps you're the head doctor here, or you've got a small team of staff on call to help patch you or anyone else who needs it up. However, this clinic... also has all the *questionable* things a certain Panda uses for his medical practice. Chains and muzzles to bind meat-addicted carnivores, camera equipment, containment cells, chairs with *hidden robotic restraints*... You'd be forgiven for thinking this is some sort of dungeon. It's also got enough space for you to live in, all the medical supplies one would need, and receivers under-the-table funding from hospitals that appreciate your work.



Jumper Conglomerate (600): You've hit the big leagues. You're the president and owner (or at least, a major stockholder) of a corporation rivalling the size of the deer-run Horns Conglomerate, which has its fingers in virtually every single industry out there by dint of its myriad multitudes of subsidiaries. You'll have all sorts of business contacts and expertise at your fingertips. It's enough to make trillions of yen, affording you no shortage of wealth and influence. It employs thousands, and you've managed to acquire an opulent mansion to live in and a full entourage of servants to staff it. This may be the Horns Conglomerate itself or the company it plans to ally with through marriage, if you're a deer.

Companions

Import (100/300): It'd be cruel to leave you without your friends, your fellow travelers who've weathered so much by your side. You may bring in one companion for 100 points, or up to 8 companions for 300. They get 800 choice points each. Alternatively, you can "create" a companion.

Canon (free/100): Maybe you like Legoshi, or think Juno deserves a gentleman. Maybe you'd like to hang out with your favorite gruff panda in the next universe. Perhaps you'd like to take *Melon*, for some godforsaken reason? Whoever you're interested in, you can take them with you for free, under the condition they understand and agree without coercion. For 100 points, you'll be fated to meet favorably, and they'll be inclined to like you.

Cartoonist Chicken (100): This strange hen seems to be really, really good at drawing. In fact, she's a professional mangaka. And the daughter of one, to boot. She's quite the private person, really, but she's a successful artist in her own right and seems to know pretty much everything there is to know about this world. I wonder why...

Doctor Tony (100): This diminutive caribou doctor hails from a frozen island in the far north. He's got a congenital condition that makes his nose *blue*, and is often mistaken for a tanuki. He's probably one of the nicest beasts you'll meet here. He's excellent at his craft and can treat injuries and sickness with deft, practiced skill. He'll pretend to take offense if you compliment him about this, but will really love it.

Shellhead Shinobi (400): There are whispered legends of a group of vigilantes trained in the hidden arts of battle and ninjutsu, lurking behind every corner and shadow of the Black Market. Four turtles, wearing differently-colored masks and wielding dual katana, sai, a bo staff, and nunchaku respectively. Quite the fighting force. They live in the sewers, where they train under their adoptive father - who, surprisingly is a rat. They're also almost singlehandedly sustaining a few pizza places with the sheer amount of orders they put out.

Drawbacks

No Drawback Limit.

Little Lambchop (+100): For one reason or another, you've picked up a nickname related to your species, and it'll be guaranteed to get on your nerves. Many people you know will refer to you by that appellation instead of your real name, and they'll generally brush you aside. Nobody's going to take you seriously. They're barely even aware of you. You can't do anything to stop this casual disrespect, but somebody else might be able to help you with your problem.

Pina-ta (+100): Are you a philandering sort? Someone all the guys, girls, or both pine for? Well, now it's come back to bite you. You have a way of drawing the romantic attention of lots of members of your preferred sex, which has inflated your ego quite a bit. However, none of these dalliances or trysts are going to last, because you'll inevitably call one paramour another's name, and be rewarded for it with a prompt, indignant slap or kick. It'll sting. Too bad for you.

Registered Meat Offender (+100): You've devoured part of a living beast, and furthermore, you've been caught and arrested. While that would normally be considered a great crime by beast society, they've instead let you go due to the context of the crime. That doesn't mean that it hasn't gone on your criminal record, though. You have one now, and it'll bar you from a good deal of academic studies and careers. It's illegal for you to marry a herbivore, too.

Princely Pride (+100): Once, you were weak. Those days are over, but they left a mark on your ego. They left a fixation with the ideas of strength and victory within you, and you'll go to unhealthy lengths for it. You might collude with the unsavory elements of society, and anyone who has the *temerity* to offer you help's just asking for you to snap at them. It's that you find the emotion of sympathy extremely offensive if it's directed towards you. Winners don't need pity, after all. Though there's hope that you can overcome this...

Ten-Letter Word (+100): Ostracized. You're a black sheep, so to speak. In the metaphorical sense. Actually, real black sheep in this world are shunned less than you. Your reputation precedes you, and it's a poor one. People are slow to trust and quick to condemn - maybe you're seen as violent or promiscuous? You've even got someone who's dedicated some of their time to going out of their way to pick on you, who won't let up until something's done about it...

A Fangless Kiss (+100): You're especially attracted to either carnivores or herbivores - whichever group is opposite to yours. Relationships between the groups are considered somewhat unconventional, and some will think you're a bit of a pervert or deviant upon finding this out. Whatever the case, your affinity for the other group is so strong that romantic relations with yours are just dull in comparison.

Reject Your Power (+200): Perhaps it's that you're used to your nature as a terrifying beast, feared by those around you. Perhaps it's your personality. Perhaps it's both. Whatever the case, you've become painfully unassertive and socially awkward. You've got bad posture, come across as shy and somewhat self-effacing, and you're such an unassertive doormat that you'd deliberately throw a fight just not to make a scene. Fortunately, this isn't permanent, and you could grow out of this mindset given sufficient motivation - though the way you are now, you'll never raise a hand in self-defense.

White Wolf (+200): Vegetarianism is the norm in this society, and consuming meat is taboo, though the authorities turn a blind eye to the Black Market to some extent. Well, you think the authorities are stupid for doing that. You're a hardline vegan and a white knight that embodies all the worst stereotypes of one, being so sanctimonious, self-righteous, and so utterly convinced of the superiority of your cause that you'll physically attack someone for something as small as possessing a vial of blood⁴.

"All Jumpers are [Insert Negative Adjective Here]!" (+200): Is it any surprise that ethnic prejudice and racial profiling are rampant in a diverse society full of intelligent animals? You'll be experiencing the worst of this. Everybody around you seems to make assumptions about you, and each other, through the lens of their species. They don't see *you*, the person, but you, the member of your species, and will react accordingly. You'll be treated like you're nothing but a stereotypical X, and they'll always make remarks about how all members of your kind behave a certain way. In fact, your actions will further influence their opinions on your kind, and how they'll treat them. This is guaranteed to get on your nerves for the entire jump.

Missing Number 4 (+200/400): You've injured yourself. Repeated strain and what might've been a pointed refusal to visit the hospital has resulted in a broken leg. Your bone's been fractured. You may not use any means beyond this world to accelerate

⁴ This drawback is based on Legoshi (he started a fight with Bill for possessing rabbit blood), but its effects are worse. Legoshi has nowhere near as much a holier-than-thou attitude as this drawback would give you. The drawback sort of exaggerates all of this.

recovery, but rest assured that your bone will put itself together fully given a reasonable amount of time to heal. For an additional 200 points, you forfeit that chance. Your leg is now gone. Severed at the knee. You can replace it with a prosthetic, but there's no coming back from that.

Eat Me (+400): Something about you just seems delicious. Better than the rest. While eating meat is taboo, there's a sizable underground industry in the Black Market, and some beasts enjoy it so much that they're willing to kidnap others for consumption. Well, you're a prime target for that now. All sorts of predatory beasts will see you as what'd make a delicious meal - from meat addicts to organized crime syndicates to even mixed herbivore-carnivore serial killers who'd otherwise be insensate to instincts, food, and other stimuli. In short, if they're the sort to want to eat meat (that's far from all carnivores, mind you), they're going to want you on the menu. Be careful.

Eat Them (+400, incompatible with White Wolf and/or Herbivore): Oh, dear. You've eaten so much flesh as a carnivore that you've gotten hooked on it. You now have an uncontrollable addiction to flesh. You're a slave to it. Buying meat at the Black Market doesn't even fulfill that craving now. No, the only way you're going to be satisfied is if the meat belongs to someone you've killed. You'll gnaw 'em down to the bone and then gnaw the bones. If you resist this desire for too long, you'll black out and only return to your senses when you've devoured somebody... or perhaps you've fallen so far that all you think of is killing and eating.

Jumper Pills (+600): Did you know that some beasts are so strong that there are laws regulating their strength? Bears, for one. Any carnivorous bear taller than six feet is required by law to take pills that induce muscle atrophy, in order to regulate their strength and prevent injuries. Unfortunately, this does much to make a bear's lot in life miserable. Bear or not, you'll have to take one of these pills every night. The side effects almost inevitably include splitting headaches and depression. Fortunately, these can be relieved by consuming honey. In *your* case, these pills don't just suppress your strength, but all the perks and powers you've gained throughout the chain. If you go long enough without them, you'll suffer psychotic breaks, and then fail the chain.

Love Failure (+600): Some mixed-species get the worst of it. Like a certain denizen of the Black Market, you're one of them now. You're... numb to the world, to put it simply. You completely lack the sensation of taste. No matter what food or seasoning you consume, it's all sand to you. When you encounter other beasts, you've either got a strong desire to

kill them (in the case of herbivores) or naturally feel great fear in their presence (in the case of carnivores). Sex, food, drugs... you feel no pleasures, no desire, can form no positive relationships. It's a blank world for you, and your envy of those who *do* feel just eats you up. The only sensation you can truly feel is pain...

The Great Herbivore-Carnivore War (+600cp): Ninety years ago, what began as a disagreement between equidae and mustelidae escalated into a world-spanning conflict that pitted every herbivore and carnivore against each other. It was when the terms first entered public consciousness, in fact. Initially, there were three times as many herbivores as there were carnivores, but as the war raged on, the numbers became equal... and there was a telltale lack of herbivore corpses. It was so traumatic that even now, this history is concealed from the public and only taught to the top students at school (who are almost always dogs, because dogs are especially intelligent). Anyways, eventually a really big whale put an end to it, but you'll be sent to this violent era long before the armistice.

Scenario

The Beastar

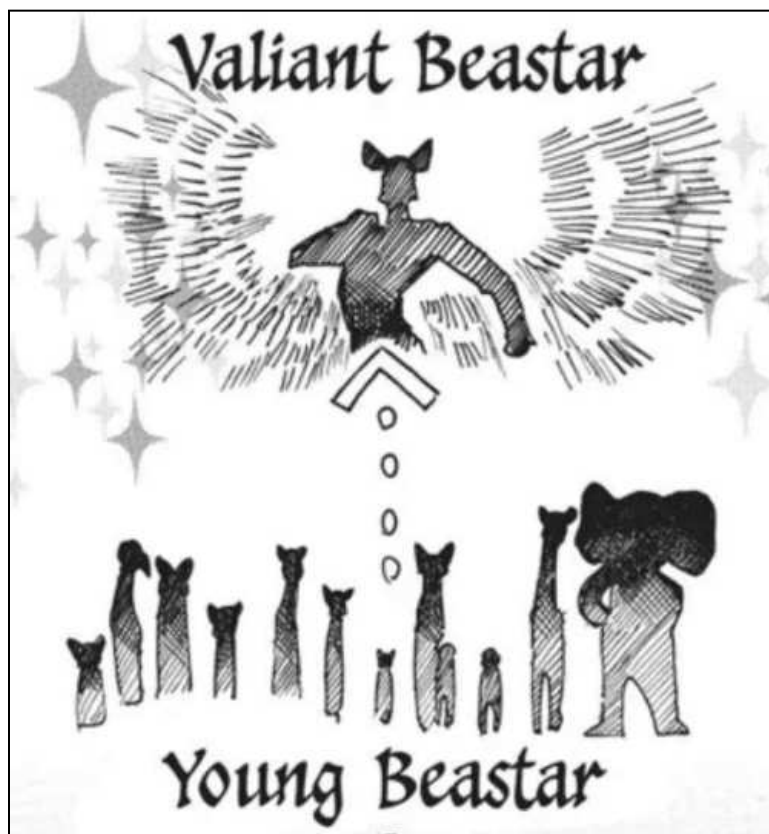
Despite being the title of the series... nobody actually becomes a Beastar, let alone the Valiant Beastar, at the end of the series. It was declared that anyone who caught the Cherryton killer would be appointed, and there are certainly promising candidates, but ultimately nobody ascends to the position. And by the end of the series, the current Valiant Beastar retires.

As such, your mission, should you choose to accept it... is to become the next Beastar once Yahya is out of the picture. This sets your in-jump age to between 16 and 18, and puts you in the place of a student at a secondary educational institution. You must find one way or another to be appointed the Young Beastar of your school. Perhaps you could win the hearts and minds of every student of the school... or stop enough crime to be seriously considered for the position. Maybe you could catch Tem's killer?

After becoming a Young Beastar, you'll receive special training, and the most prestigious jobs in society will be available to you. Your task now is simple - you must distinguish yourself as the most suitable candidate for the position of Valiant Beastar - in other

words, the leader of society. After that, you must actively prove your worth in office, and enact decisions that bring around beneficial change for all of society.

Reward: For your actions, you will receive a similar position of political power in all future jumps, given that it's plausible. You'll have your own penthouse at the top of the tallest skyscraper in town, and furthermore, your position allows you to bend and fudge the law to some degree, such as excusing certain criminals in exchange for them working for you.. You've got one wish that society will give you a pass for. You could, for example... execute criminals in order to use their remains to fertilize your private vegetable garden.



Ending

So, the jump's over. You have three choices:

Go Home

Stay Here

Move On



NOTES

Changelog:

- Made 2025-08-02.
- WIP 0.5 released 2026-01-20. This is taking me a loooooooooong time.
- 1.0 released 2026-02-15.
- 1.1 released 2026-06-09. The Student Background previously had a missing 200-point perk, making it a 100/100/200/400/400/600 perklike whereas the others were 100/100/200/200/400/400/600. Jaw Wars has been made its second 200-point perk.

This document is an elaborate form of fanfiction. Its writer makes no profit from it. Season 1 spans from Ch. 1 to Ch. 48. Season 2 spans from 48 to 100. Season 3 Part 1 is from 100 to 140. Legoshi is my favorite character in Beastars. He's gentle and strong. He constantly represses himself out of concern for others. Much of his character development is about learning to accept his instincts and use his strength as an adult wolf to protect others. He's just so sincere that it's hard not to like him. Except for that part where he jumped Bill in the middle of the school play. Dick move. I have mixed feelings about Louis. He holds classmates at gunpoint, has a massive inferiority complex, takes over an organized crime cabal after killing their boss and somehow earns everyone's loyalty, saves a stripper's life, and is *so* egotistical. He shows up for Legoshi every time, though. If Legoshi needs him, Louis *will* be there.

>Fresh meat item

Haru

Weird breeding perk (Isn't Legoshi's dad a lizard, Or am I thinking of a different series?)

>Drawback for being herbivorous and delicious, I suppose. And something for that hilarious Baki-like pic of the tiny dog girl projecting a massive swole dog mentally.

>I'm always excited to see builds, and you make good jumps, so it'll be even better! As for Beastars' suggestions, something for being able to fully control your strength even without medication, so you don't accidentally murder someone like Riz did with Tem.

>Uh...hybrid bullshit, apartment complex that attracts weirdos, canon companion option so I can grab Juno, leave species options open enough that I can insert as a human and freak out the locals, option to turn animal followers/companions into anthros, a school, a black market district, an organization that may or may not be criminal, something for ridiculous powers extrapolated

from real animal feats, GUN, swanky suit, supplies of carnivorous and herbivorous ingredients, perk for louis and the shinsengumi, willpower perk for resisting overwhelming instinct, perk for making unlikely romance work.

Locations:

- Earth - 25 Jumps
- Not Quite Earth - 9 Jumps

MMPU 34.