



Seton Academy: Join the Pack!

Murenase! Seton Gakuen

In a world where animals evolved into humanoid forms while keeping their species' traits and instincts, Seton Academy stands as a melting pot of interspecies education. Here, wolves form packs in the hallways, lions dominate the sports clubs, and the cafeteria serves everything from grass to raw meat. It's a chaotic school life where biology determines social dynamics and making friends might mean joining someone's herd, pack, or colony.

Whether you're a rare human trying to survive or a proud animal student navigating your instincts versus modern education, expect slapstick comedy, unexpected friendships, and the daily challenge of getting predators and prey to share a classroom.

Try not to get expelled... or go extinct.

You have **1000 CP** to spend.

LOCATION

Roll 1d8 for your school, choose Seton Academy for free, or pay **100 CP** to choose any. You start the jump at the age of 15 and enter during your school's entrance ceremony.

1 – Seton Academy:

Home to every species you can find on modern Earth, from wolves and lions to sloths and humans. The most diverse student body means the most drama, but also the most opportunities for friendship and romance. If you're human, you'll be one of only a handful.

2 – Sea Academy:

An aquatic institution for marine species. The campus is partially submerged with special facilities for both water-breathers and air-breathers. Hope you can swim, or at least hold your breath really well. Species here include anything from coral reefs to the deep ocean.

3 – Private Darwin Academy:

A prestigious school for extinct species. Dodos, dinosaurs, mammoths, saber-toothed cats, and even ancient hominids like Neanderthals. The campus has a museum-like quality to it.

4 – Mesozoic Academy:

Was a school for dinosaurs and other Mesozoic reptiles and mammals from that era. The school was destroyed after a meteor struck. You'll automatically transfer to Seton Academy after the entrance ceremony. At least you got to see some cool dinosaurs for a day.

5 – Fabre Academy:

Dedicated entirely to insect species and arthropods (just spiders really). The student body operates with hive-mind efficiency.

6 – Sapiens Academy:

Humans only. No animal students allowed. This defeats the entire point of the setting, so picking this location makes your jump significantly more boring.

7 – Branch School:

One of Seton Academy's branch schools at different education levels. This lets you start at a different starting age. Pick kindergarten (age 5), elementary (age 7), middle school (age 12), or even university (age 18) if you want to skip the high school experience. Same species diversity as the main campus, just different age ranges and social dynamics.

8 – Free Pick:

Congrats! Pick any school and have at it.

ORIGINS

Choose one of the following origins to determine your species.

You can choose to enter with memories appropriate to your origin, or take any background as a **Drop-In** with no existing memories or history.

However, you still retain the quirks and instincts of your chosen species.

Humans can be any origin except Exotic, or you can pay **100 CP** to choose to be any species regardless of origin.

Omnivore (Free)

You're an omnivore species that doesn't fit the usual predator/prey dynamic.

You're a generalist in a world of specialists, known for adaptability rather than raw power or speed. You'll have to navigate a world not always built for you, from the cafeteria food to the social dynamics.

Predator (Free)

Forward-facing mindset and forward-facing eyes. You tackle problems head on, radiate confidence, and tend to treat every situation as a hunt. Success tastes best when you chase it. You've got instincts that tell you to chase, to dominate, to hunt. The cafeteria serves meat and everyone knows not to run from you too quickly.

Prey (Free)

You're an herbivore, someone who evolved to run, hide, and stick together.

Your instincts scream at you when predators get too close, but you've learned to function in a school where half your classmates have fangs.

Exotic (100 CP)

You're something unusual, or maybe something that never existed alongside modern animals to begin with. Extinct species, dinosaurs, insects, cryptids, and Neanderthals fit here. You're probably the only one of your kind at the school, which makes you either incredibly rare and valuable or just really, really weird. Your instincts might not make sense to the other students.

PERKS

The **100 CP** perk from your chosen origin is free.

Other perks from your origin are half-price.

=== General Perks ===

You receive a **200 CP** stipend to spend exclusively on General Perks.

Fanservice (Free, Mandatory)

You are an ecchi comedy magnet. You'll trip into positions that involve your hand or face on someone's boobs or butt. You're selectively blind when it comes to figuring out which changing room is which, and you'll find yourself in various states of undress and other suggestive situations through pure coincidence. In future jumps you can adjust the strength of this perk or toggle it on or off. In this jump, it (and probably you) are turned on at full power from start to finish.

Pack Bonding (100 CP)

You've got a knack for making friends across species lines. Predator and prey, mammal and reptile, lion and gazelle, cat and dog, none of that matters when you're around. Maintaining multiple close friendships comes naturally to you, and romantic relationships won't get complicated even when there's more than two partners involved. Your pack sticks together.

Animal Magnetism (100 CP)

Whatever species traits you've got going on, others find them charming instead of off-putting. That tail? Adorable. Those fangs? Attractive. The fact you eat raw meat? Endearing quirk. Even your natural enemies mostly just act tsundere around you, turning what should be fear or aggression into flustered annoyance or shy awkwardness. Works for, and on, any species.

Social Grooming (100 CP)

You've mastered the art of bonding through grooming. Whether it's preening feathers, brushing fur, giving good head pats, or knowing when to scratch someone behind the ears, you know how to make others feel relaxed and cared for. Physical contact that would be awkward becomes a bonding experience.

Chef's Kiss (200 CP)

You're a master chef, especially when it comes to species-appropriate cuisine. Raw meat for carnivores? You know the perfect cuts and presentation. Eucalyptus leaves for koalas? You can make them into a five-star meal somehow. You instinctively know what any species finds delicious and how to prepare it safely. Your cooking brings different species together.

Club President (200 CP)

You're a natural at organizing and running clubs. Recruiting members, managing budgets, and planning activities all come easily to you. Any club you're involved in thrives, receives adequate funding, and attracts at least a handful of dedicated members to join and participate. Your club activities somehow always turn out successful, even if it's just "Napping Club" or "Eating Meat Club".

Scent Language (200 CP)

You understand the complex chemical communication that most species use. You can read emotional states, health conditions, and intentions through scent alone. You can also control your own scent, suppressing it entirely or broadcasting specific messages like "friendly", "dangerous", or "available".

Meow~ (400 CP)

You can modulate your voice to hit that perfect frequency that triggers protective instincts in others. A purr here, a soft mewl there, and suddenly everyone wants to take care of you. Works especially well on the opposite sex, but honestly, nobody's immune to a well-timed meow. Just don't overdo it or people might catch on that you're manipulating them. Maybe.

Bestiary (400 CP)

The moment you encounter a species, you gain encyclopedic knowledge about them. Their dietary needs, mating habits, pack dynamics, evolutionary advantages, natural predators and prey. It all floods into your mind. You'll know exactly why sloths move slow, what triggers a wolf's pack instincts, or how to properly groom a lion's mane. Good for more than just relationships.

=== Omnivore Perks ===

Endurance Hunter (100 CP)

Humans evolved to chase prey until it collapsed from exhaustion, and you've got that in spades. Your stamina is ridiculous. You can keep going long after others have given up. Running, studying, working, partying, or certain other activities... you just don't get tired like normal people.

Adaptable Omnivore (200 CP)

Your digestive system laughs at dietary restrictions. Raw meat? No problem. Tree bark? Bit woody but manageable. That weird fermented fish the bears love? Delicious, actually. You can safely eat and digest practically anything organic without ill effects. You'll never go hungry as long as there's something even remotely edible around.

Sticks and Stones (200 CP)

Give you a rock and a stick, and you'll figure out how to make fire, build shelter, and create basic tools. Your ability to improvise technology from whatever's lying around is impressive. While other species rely on their natural abilities, you can enhance yourself with clever applications of simple machines and materials. This extends to more robust technologies, too.

Teacher's Pet (400 CP)

You have a natural gift for teaching others, especially when it comes to helping them overcome their base instincts. That wolf who can't stop howling at the moon? You'll teach her self-control. The sloth who literally dies from overexertion? You'll find a way to build their stamina safely. You bring out the best in your students, helping them transcend their limitations.

Later Homo (600 CP)

You represent the next step in evolution. By extensively studying other species, you can permanently gain a fraction of their best traits. Study a cheetah? Gain a permanent boost to your running speed. Observe an elephant? Your memory improves. These stack, turning you into a biological jack-of-all-trades.

=== Predator Perks ===

Predator's Strength (100 CP)

Raw physical power flows through your muscles. You're significantly stronger than you should be for your size, able to overpower prey species twice your weight.

Your bite force could crack bones, your grip is like iron, and you can leap impressive distances. Classic predator stuff.

Intimidate (200 CP)

You can project pure predatory menace that makes weaker beings freeze in terror or flee immediately. Just baring your teeth and growling is usually enough to end most confrontations before they start. Even other predators think twice before challenging you. Useful for avoiding fights or establishing dominance quickly.

Hunting Instinct (200 CP)

You have the tracking abilities of a whole team of bloodhounds. You can follow a scent trail days old, spot the slightest disturbance in foliage, and predict where your quarry will run before they do. Once you've got someone's scent, they'll never truly escape you. Also helps you find people you actually want to find, not just prey. Objects too, but less so.

Alpha Status (400 CP)

You radiate natural leadership that makes others fall in line. In any pack or group dynamic, you're automatically recognized as the one in charge. Those who acknowledge you as their alpha become absolutely loyal, following your commands without question. Even lone wolves feel the urge to submit to your authority.

Apex Predator (600 CP)

You're not just a predator, you're the predator. All prey species instinctively recognize you as their natural superior in the food chain. Even other apex predators like lions and bears hesitate to challenge you, sensing something primally dangerous about you. You could walk through a herd of deer and they'd simply freeze, accepting their fate.

=== Prey Perks ===

Prey's Speed (100 CP)

You're fast. Really fast. Not just in straight lines, either. You can dodge, weave, juke, and change direction on a dime. Your reaction time is nearly instantaneous, letting you bolt at the first sign of danger. Most predators simply can't keep up once you get going.

Danger Sense (200 CP)

You've got a sixth sense for threats. Before the predator pounces, before the rival makes their move, before the surprise test is announced, you know. It's not precognition exactly, just a feeling that something bad is about to happen. You can't always identify what the danger is, but you know when to be on guard and roughly what to be on guard against.

Vigilance (200 CP)

Your awareness is always on. You can literally sleep with one eye open, maintaining enough consciousness to detect approaching threats. You instantly map escape routes whenever you enter a new space, and you notice details others miss. Slightly bent grass, too-quiet birds, the faint scent of predator. This makes you difficult to ambush and good at tactical retreats.

Herd Mentality (400 CP)

When you're with your group, everyone performs better. Your presence boosts morale and coordination, turning a scattered bunch into a coordinated unit. You know how to move as one with your herd, making it nearly impossible for predators to single anyone out. The more friends with you, the stronger this effect. Also great for study groups and team sports.

Grazer's Efficiency (600 CP)

You can extract maximum value from minimal resources. A single leaf provides as much nutrition as a full meal. One dollar stretches like ten in your hands. A tiny bit of information becomes a complete picture in your mind. You're incredibly efficient with everything from food to money to time to energy. You could thrive on resources that would leave others starving.

=== Exotic Perks ===

Tough (100 CP)

You survived conditions that killed everyone else and embody that toughness. Your body is significantly more resistant to damage than it should be. Thick skin, dense bones, whatever makes sense for your species. You can take hits that would hospitalize normal students and walk away with bruises.

Primeval Simplicity (200 CP)

Your mind operates on principles that predate modern social complexity. You're immune to social manipulation, deception, and overthinking. When someone's talking, you instinctively understand what they really want: to eat, to mate, to fight, to flee. People will think you're either extremely wise or extremely dense.

Living Fossil (200 CP)

You already survived extinction once. It's not happening again. You're completely unchanged by the passage of time, immune to aging past your prime. Environmental changes, diseases, radiation, chemical pollutants, none of it affects you negatively, only positively. You're the same species you were millions of years ago, and you'll be the same millions of years from now.

Ecological Niche (400 CP)

You excel at one hyper-specific thing that no modern species can match. Pick something based on your species: a Neanderthal's superior intelligence, a mammoth's extreme cold resistance, a pterodactyl's true flight, a tsuchinoko's ability to stay hidden, anything that suits you. Whatever you choose, you're the absolute best at it, better than anything evolution has produced.

Evolutionary Pressure (600 CP)

You adapt to new situations by gaining beneficial traits over days or weeks instead of millennia. Face persistent threats and you'll develop countermeasures. This doesn't give you entirely new capabilities, but it will enhance and modify what you already have in response to environmental pressures. Each adaptation is permanent and stacks with previous ones. With enough time and challenges, you'll become something unprecedented.

ITEMS

You receive a **200cp** stipend to use in this section only.

Uniform (Free)

An academy uniform that automatically adjusts to any form you take. Grows extra sleeves for extra arms, adjusts for tails, and is always the right size whether you're a mouse or an elephant. Self-cleaning and self-repairing too. Low durability if you're a girl; expect wardrobe malfunctions.



Bear Mace (100 CP)

Works on any species, but bears find it *unbearable*. Non-lethal but effective at ending unwanted advances, whether romantic or predatory. One spray sends even the toughest grizzly running for the nurse's office. The canister refills itself after each use and never expires.

Cooking Club Supplies (100 CP)

An endless supply of basic cooking ingredients that refills daily. Raw vegetables, meats, grains, and spices, but nothing pre-made. Even has an infinite supply of the legendary manga meat. Cooking is an especially useful skill for humans to have since the school cafeteria mostly caters to animals.

Fur Coat (100 CP)

You have a full coat made of naturally shed fur, feathers, scales, whatever. Additionally, you can pull extra materials out of a small pouch that never runs out. Great for crafting, trading, or leaving territorial markers. Popular as gifts since they smell like you. Non-humans might find this weirdly romantic.

Grooming Kit (200 CP)

Professional-grade grooming tools tailored to your specific species needs. Includes clippers, brushes, soaps, shampoos, conditioners, and a personal massager. Everything is top-shelf quality and never wears out. You'll look your best and feel even better. Works on other species too, making this great for bonding activities. Good for pet spa ASMR videos too.

Marked Territory (200 CP)

A private dorm room that adapts to your needs. Climbing trees for primates, pools for aquatic species, heated rocks for reptiles. It comes pre-marked with your scent in a way that makes other students respect it as yours. Soundproofed in case your species makes embarrassing noises in private. Follows you to new housing if you move, expands to accommodate packmates if needed, and connects to your Warehouse.

Club Room (200 CP)

A fully furnished room for whatever club you want to start. The school administration can't interfere with your club activities even if you're the only member, since you technically own the property. The room adjusts to suit your club's needs and provides basic resources. You can start as many clubs as you want, but you only get one room. Also connects to your Warehouse.

Fetch Toy (400 CP)

An indestructible ball, frisbee, or stick that triggers play instincts in any non-human. Throw it and even a charging rhino or rampaging dinosaur would forget their dignity as they go chasing after it. You can't distract your target forever though. They'll bring it back to you. That's how fetch works.

Magic: The Donkeys (600 CP)

There is no escape from this playable trading card game popular among smart asses and dumb asses alike (it's mostly played by donkeys). You can play with them, trade them, or sell them on the secondary market for obscene amounts of money. You receive a bracket 3 (power level 7) deck upon purchasing and one booster pack every week.

Companions

You receive a **200 CP** stipend to use in this section only.



Join the Pack! (Free)

Import or create up to 8 companions. Companions may take any origin and receive their associated freebies and discounts, but cannot take drawbacks. Additionally, for each **100 CP** you donate, each of your companions imported or created this way gains an extra **200 CP** to spend.

Canon Character (100 CP)

Convince any character from Seton Academy to join you on your chain.

Maybe you want Ranka's enthusiasm, Kurumi's lazy affection, or Yena's tomboyish energy. They'll need a good reason to leave their world behind, but they'll be loyal companions once convinced.

They get all perks from the origin that fits their species and **600 CP** to spend.

Mating Season (200 CP)

True love. Choose a canon character, custom companion, or create a companion. They become your perfect match. They'll love everything about you, quirks and all, and you'll find yourself feeling the same way about them. They'll love you with the fierce devotion of a wolf, offer the lifelong bond of a penguin, and they probably fuck like a tiger too. You'll have found a perfect partner, someone who'll stand by your side through every future adventure.

They get all perks from any origin and **an additional 600 CP** to spend.

Kirameki Kujaku (100 CP)

A peacock boy who's the drama club president and absolutely fabulous. Insists on being your image consultant and will dramatically defend your honor should he need to. Actually gives great advice about confidence and presentation when he's not preening, and teaches you how to properly display yourself to potential mates. He's not gay, he's just metro. He receives all perks from the **Omnivore** origin and **600 CP** to spend.

Riah & Raih (100 CP)

A red fox and an arctic fox who run a small gang and will try to shake you down when you first meet. Put them in their place, and they'll become your devoted lackeys, following you around and calling you their boss. They'll do basically anything you ask, from carrying your bags to starting fights with your enemies. They only take up one companion slot and share everything, including perks, items, and possibly you when they go into heat. They receive all perks from the **Predator** origin and **600 CP** to spend.

Sumire Umasaka (100 CP)

This horse girl is a certified genius, consistently ranking at the top of her class. Officially a member of both the track club and the science club, though she's too absorbed in her research to attend regularly. She treats you like a lab rat, running tests and documenting your mating displays for science. She's genuinely helpful when she focuses, solving problems with inventive solutions. Don't drink anything she offers you without asking what it does. She receives all perks from the **Prey** origin and **600 CP** to spend.

Benji Tasuma (100 CP)

The Tasmanian tiger went extinct in 1936, making this girl bitter about being the most recently extinct species in school. She's got a massive chip on her shoulder and constantly reminds everyone that her kind would still be around if it weren't for humans. Despite the extinction complex, will become extremely protective of you if you show an interest in learning about thylacines. Has a surprisingly cute yawn that she'll bite you for mentioning. She receives all perks from the **Exotic** origin and **600 CP** to spend.

DRAWBACKS

You can gain a maximum of **+1000 CP** from drawbacks.

Note: Animal-specific drawbacks aren't just free points for humans.

Humans have species quirks and instincts of their own, too.

Dietary Restrictions (+100 CP)

Like the koala, you're stuck with a restrictive species-specific diet and can't digest anything outside of that. The cafeteria won't always have what you need, so you'll need to find or prepare your own food. Hope you enjoy foraging for eucalyptus leaves or whatever weird things your species eats.

Gender Confusion (+100 CP)

You can't decide if you're a boy or a girl. You have both parts. As a bonus you get both a male uniform and a female uniform. Species with strong sexual dimorphism will be confused about how to treat you. Most students will find it fascinating, but trying to pursue actual romance will be awkward.



Speciesist (+100 CP)

You have an irrational, burning hatred for your species' natural enemies. Sheep make you see red if you're a wolf. Cats trigger something primal if you're a mouse. You can barely stay civil around them, let alone work together in a club or study group. This prejudice makes some interspecies cooperation impossible, and even your own species thinks you're a bigot.

Food Chain (+200 CP)

Your natural predators are actively aggressive toward you, and your natural prey is terrified of you. Wolves will corner you in hallways if you're prey. Rabbits scatter when you walk into a classroom if you're a predator. The peaceful coexistence policy means you won't get eaten, but running and chasing will happen a lot, and you'll be treated like you're the bully.

Spoiled Brat (+200 CP)

You have the personality of a stuck-up panda or a haughty zebra. You're entitled, demanding, you treat everyone around you like servants, and you probably scream "Do you know who my father is?" at least once per day. Maybe you're actually rare and special, or maybe you just think you are. Even patient animals will want to spank you and/or stuff you in a locker.

Instinct (+200 CP or +400 CP)

For **+200 CP**: You have difficulty controlling your animal urges. Sniffing butts, humping legs, presenting when interested in a partner. Most animal students will be surprisingly okay with it since they have similar instincts, but you might be humiliated by your own behavior. Especially around humans.

For **+400 CP**: Your instincts are so strong they will override your conscious decisions at the worst possible times.

Heat (+200 CP or +400 CP)

For **+200 CP**: One month each year, your mating instincts and pheromone production go into overdrive. You're extremely aware of potential partners, other students can smell it on you, and some will pursue you whether you want them to or not. It's manageable (if embarrassing) at the base level.

For **+400 CP**: Being in heat severely impacts your decision-making and self-control. Good luck maintaining any dignity during this time.



Omega (+400 CP)

You're one centimeter shorter than the smallest member of your species, and that's enough for everyone to write you off completely. Something about your scent smells weak to other animals. No one takes you seriously. Predators dismiss you as not worth eating but terrorize you for fun anyways. Even prey animals will try to boss you around. Prepare for lots of head pats.

Extinct for a Reason (+400 CP)

The weaknesses of your species are exaggerated to ridiculous levels. If you're a dodo, you have zero self-preservation instincts. If you're a mammoth, you can't handle any temperature above freezing. Darwin would use you as an example of natural selection at work. These weaknesses are extreme enough that they could be life-threatening if you're not careful.



Slow Metabolism (+600 CP)

Like a sloth, you die from any overexertion. Any physical exertion beyond a slow walk will kill you. Running? Dead. Getting excited? Dead. Laughing too hard at someone's joke? Dead. You can be resuscitated if people are nearby, but you'll need constant help just to survive daily life. Plus everyone will have seen you die from a sneeze.

ENDING

Stay Here:

You've found your pack, and you're not leaving it behind. Whether you've become the alpha of your own multi-species harem, settled down with that special someone, or just really enjoy the daily chaos of interspecies interactions, this is where you belong now. Your chain ends here.

Go Home:

Ten years of animal antics was enough. You're ready to return to your original world with all the perks, items, and companions you've collected along your chain. Your animal friends (if you're taking them with you) will adapt surprisingly well to human society.

Continue Your Chain:

Graduation day comes and goes. You've learned everything you can about interspecies cooperation, pack dynamics, and maybe acquired some hands-on experience with animal husbandry. Your time at the academy is over, and you move on to your next jump with everything you've gained here. Instincts and knowledge you've picked up might come in handy down the line.



NOTES

Seton Academy is only moderately fanservicey, but I'm not going to build a jump and perks around fanservice that only falls somewhere in the middle. It's played up a little in the descriptions. The world itself will only be slightly more ecchi than a normal anime romcom world, not as overt or relentless as I maybe described it.

Female animals look like attractive human girls with animal ears, tails, and other minor features. Kemonomimi. Catgirls, basically.

Male animals are upright anthropomorphic versions of their real-world counterparts. Furrries, basically. Leaning more toward animal than anthro.



Neanderthals are human-like with red hair, blue eyes, and no mammary glands (flat-chested).

Yes this means figuring out if you're male or female with the Gender Confusion drawback should be trivially easy, but it's not.

Some perks were written under the assumption that you took an animal species.

The fanservice perks and ecchi drawbacks are disabled by default if you enter the jump as a kindergartner or anything under the age of a high schooler.

Nobody's jumping this for the males. All girls are basically gay or bi if you're a girl and interested.

Miki and Kurumi best girls, Hitomi worst girl.

Charles Barkley



Goddamn animal people.