



The Wise Wise Beasts of the Wizarding Wizardoms

story & art by
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Application to the Academy for Animalia



+1000 Choice Points (cp)

Once upon a time, long, long ago... The Wize Wizard Wizdom chose to bestow the shape and intellect of humans upon beasts. Thus were the Demi-Human Tribes born. The Tribes, seeking knowledge, built a marvelous, grand academy. The academy was dedicated to the study of wizardry, and in honor of their creator... They named it Wizdom's.

You will be starting your ten years within this very institution. Perhaps a student, staff, or maybe you simply crashed your broomstick somewhere near campus. Should you choose to stick around, you will quickly find that love is in the air. You'll find many secret romances, friends wishing to be more, professors trying to grasp their unusual fondness for a particular student, etc. Many of these budding romances are between members of the same gender, though there's no reason you need to pursue such a relationship, if you have no such inclination.

In any case, enjoy your stay in this kingdom of magic, and the many diverse Demi-Human tribes that inhabit it.

Select Species for Scholarly Safari



*Any species may be a Drop-In, but you will have no connection to Wizdom's.
Choose age & gender as appropriate for your species at no cost.*

~Human~ Considered to be a myth by most Demi-Humans, but there are rumors of faraway kingdoms predominantly populated by your kind. You are a member of the human tribe. You don't have any special abilities when compared to a Demi-Human, but no particular weaknesses either. **~Free~**

~Demi-Human~ A descendant of the beasts given intellect by Wizdom. You are a hybrid between a human and an animal. You may have some slight special traits from your species, like thick fur or claws. For 100cp, this can be more substantial, like immense strength or brief flight. **~Free / 100cp~**

~Mythical Demi-Human~ Amongst the Demi-Human tribes, there are those descended from mythical creatures like dragons and Unicorns. You have a natural knack for magic, and a special ability based on your species, like a Unicorn's ability to smell virginity or a dragon's long lifespan. **~100cp~**

Gifts For Any Go-Getting Graduate



Receive 100% off one 100 Perk and 50% off one 200, 400, or 600 Perk.

~Witchcraft or Wizardry~ This is what Wizdom's is all about. You have the basic knowledge to utilize magic. This most often manifests as telekinesis, but is capable of other feats like the creation of artifacts, transforming other beings, etc. If you want to find the limits of this, it'll take extensive study. You might one day reach the heights of Wizdom himself. **~Free~**

~Fur or Scales~ A little something to help you along. You are oddly cuddly. Whether it be soothing smooth scales or soft fur. This encourages casual skinship from close friends and lovers alike, should you allow it. **~Free~**

~Shrink or Stretch~ You'll have to get used to size differences here. You can choose your size and proportions for your Demi-Human body or pay 50cp to choose your proportions at the start of each jump. **~Free/50cp~**

~Male or Female~ You are fully comfortable in your sexual orientation, and nothing will ever change it against your will. For double price, you may freely change your sexual orientation at the start of each jump. **~50cp/100cp~**

~Food & Family~ Like many species, you have the ability to effortlessly regurgitate anything you've consumed. You can even share food in this way, with surprisingly little impact on the taste. As an added benefit, you are an instinctively fantastic kisser, enough to leave partners gasping. **~IOOCP~**

~Fun & Games~ You have a bit of a mean streak. From stink bombs to decoys, you have a knack for finding ways to utilize magic for harmless pranks. This also makes it so you tend to get off with very little punishment for repeated offenses of this nature, even against teachers. **~IOOCP~**

~High & Higher~ Even baseless optimism has its charm. You have a special way of brightening up a room and bringing a smile to people's faces. Others easily become enraptured by this positivity, to the point that acting up only makes them more attached to you, rather than annoyed. **~IOOCP~**

~Up æ Down~ Whether as the result of your Demi-Human heritage or simply a quirk, you are capable of some unconventional form of mobility. Maybe you can walk on ceilings like a hanging back or squeeze through tight spaces with a snake's exceptional flexibility. This is comfortable for you, even if others are likely to find it strange. **~200cp~**

~Again æ Again~ There will be times in any relationship where a clear line is crossed, such as one party greatly wronging the other. For times like that, you have the privilege of saying it doesn't count. If there was no malice, you can just continue the relationship like nothing happened. It might even strengthen the bond between you if extreme enough. **~200cp~**

~Mouth æ Ears~ Nurturing comes naturally to you. You are an excellent listener, able to get almost any kind of personality to open up to you with ease. If you feel so inclined, you could quickly convince someone to become completely dependent on you. The more you care for or listen to someone, the more they start to understand and care about you in turn. **~200cp~**

~Hands & Hooves~ Like many of Wizdom's faculty, you have a solid grasp of wandless magic, though a wand still makes spellcasting easier. You can even apply this to other systems of magic, once you've sufficiently mastered them. This also generally improves your ability to multitask with your magic, like using magic to write with several pens at once. **~400cp~**

~Mortar & Pestle~ You've spent many long nights studying the intricacies of alchemy. You've memorized the recipe for many potions and poisons, such as memory erasure, inducing arousal, paralysis, etc. You even know how to substitute more mystical ingredients in mundane worlds. You know how to mix your brews into food and drinks without much loss in potency. **~400cp~**

~Truth & Lies~ Sometimes the mouth is scarier than any spell. You have a terrifying skill for social engineering. If a stranger catches your fancy, you can become their most trusted friend in a few weeks. Alternatively, you can effortlessly spread rumors to isolate them or ruin their reputation, in such a subtle fashion that they're unlikely to ever be tied back to you. **~400cp~**

~Time & Talent~ Some people work to make their mark; others are just naturally talented. There's nothing in particular you're particularly lacking in. Studying, athletics, it all comes naturally to you, even if you aren't automatically the very best. This naturally applies to the mystic arts, as you absorb information like a sponge, with the memory to recognize what potion someone is studying from a split-second peak at the recipe. **~600cp~**

~Rain & Snow~ Different Demi-Humans are specialized for different environments. Like some Mythical Lesser Beasts, you take this to a new extreme. You can not only thrive in your environment, but actively induce it. Maybe you can survive arctic temperatures and summon snow around you, or maybe you were made for a desert environment, and you can trigger drought and heat waves in your immediate surroundings. **~600cp~**

~Magic & Science~ To you, the notion that magic is anything inherently "fantastical" is an insult. You realize the connection between math and magic. You can use math to perfectly graph the precise parameters of a spell from the formula. Your skill in math in turn improves your ability to understand magic, and vice versa. In time, you may learn to deconstruct a magical system with the clarity of any mundane science. **~600cp~**

Familiar Faces or Perhaps Feeble Freeloaders



~Courtship & Friendship~ A special someone. Perhaps a classmate, a pupil, a foreign friend, etc. You already have a great relationship, and the seeds of something more are already planted. They receive 600cp. You can pay 50cp to import a companion you already have into this role. If you choose to make a new companion with this, then they are free, as long as you manage to take your relationship to the next level by the end of this jump. **~Free/50cp~**

~Tried & True~ You won't be attending Wizdom alone. With each purchase, you may either construct a completely new companion, or import an old companion from your past adventures into this world. They gain 600cp to spend and can gain 200cp more from drawbacks. **~50cp/Per~**

~Fresh & New~ Oh? Are we looking at a love triangle? You may take this as a slot for any one cannon character you can gain the informed consent of. Alternatively, you can reserve this slot for a specific character, whom fate will contrive to have you meet time and again on positive terms. **~50cp/Per~**

Intriguing Items Found in the Illustrious Institution



Receive 100% off one 100 Item and 50% off one 200 or 300 Item.

~Wand or Gown~ What it sounds like. You receive a basic magic wand to focus your spells, and a suit or gown appropriate for your position as a caster, teacher, or student of the mystic arts. **~Free~**

~Bitter or Sweet~ Nothing gets the jaws moving like a cup of coffee, or tea. You have a collection of mugs, with an odd property that those who drink out of them become far more talkative and willing to open up to you. **~100cp~**

~Hot or Steamy~ A fine present to show you care. In this small box is an absolutely delicious pie in a flavor of your choice. It stays hot for as long as you need it to. You may receive a new pie every month. **~100cp~**

~Up, Up, or Away~ A must for any wizard on the go. A small broomstick for your flying needs. Comes with straps for carrying piles of luggage over long distances. You might get classmates asking for rides. **~200cp~**

~Heart & Soul~ A controversial alchemical creation. This love potion places the drinker in an aroused trance where they follow your every command and forget everything afterward. Be mindful of diluting the potion. **~200cp~**

~Here & There~ In a secluded closet, you found a cloak of invisibility. As the name implies, this large tarp renders any people or objects invisible. Though this doesn't affect your sound, smell, etc. **~300cp~**

~Earth & Stars~ Not far from Wizdom's is a cozy cabin belonging to you. It's unbelievably comfy and seems to have a clear view of the stars at night regardless of its actual location. The fridge is always fully stocked. **~300cp~**

~Student & Teacher~ Seems you'd like to try your own hand at schooling. You are the owner and headmaster of your own school campus. These walls notably increase the effectiveness of all education, magical and otherwise. You may choose to let inactive companions staff this school. For an extra 200cp, this comes fully stocked with a replenishing supply of all the potion ingredients, magic tomes, and any other such materials one would need for a magic education. **~600cp/800cp, No Discounts~**

Creepy Curses of Contrived Cruelty



~Charm or Curse?~ You bear a peculiar trait for your species: an odd fur pattern, a scar, or something as benign as freckles. While you and those close to you may see it as a point of charm, others disagree, and you will be teased and bullied relentlessly for this trait. You are unable to hide it. **~+IOOCP~**

~Idiot or Savant?~ Forgetful one, aren't we? You aren't unintelligent per se, but you have a tendency to overlook important details whenever putting elaborate plans into motion. Whether it be accidentally diluting your own potion, forgetting to put your name on a group project, etc. **~+IOOCP~**

~Man or Beast?~ Demi-Humans aren't just beast-like in appearance. The disposition or quirks of your animal side has a negative impact on you. Maybe you have a rabbit's anxiousness, a sloth's lethargy, a wolf's appetite, etc. Something minor that will never cease to be an inconvenience. **~+IOOCP~**

~Best or Worst?~ Long ago, you realized something about yourself, something that has become the core of a deep-rooted inferiority complex. Your lack of confidence can push you to become unhealthily possessive or go to short-sighted extremes with seeking connections. **~+200cp~**

~Here or There?~ Financial trouble isn't something that leaves once you join the academy. You are exceptionally poor, and almost every penny you save up gets eaten by your various debts. As a consequence, you are unable to afford staying in the dorm, and must commute several hours every day. **~+200cp~**

~Greater or Lesser?~ "Lesser Beast" refers to the animals that were not transformed by Wizdom's magic. You are one such Lesser Beast, lacking the ability to communicate or be treated as an equal by Demi-Humans. If your chosen species is a mythical one, this is only 200cp, considering the power disparity between Mythical and mundane Lesser Beasts. **~+200cp/+300cp~**

~Hot or Cold?~ Something more extreme. Your animal ancestor cursed you with some debilitating weakness. Perhaps you're cold blooded, and an icy shower is a death sentence, maybe you're an amphibian who requires constant moisture to survive. This must pose a significant risk and impediment to your daily life, at least some of the time. ~+300cp~

~Friend or Foe?~ Love can take many forms. Someone you consider a trusted friend has gone to extreme lengths to monopolize you. They'll spread rumors to isolate you from others, frame others to make you paranoid, if you push them too far, they may just drug you outright. You lose all memory of this drawback and will be slow to realize anything awry. ~+300cp~

~Predator or Prey?~ Even after all these years, Demi-Humans have yet to part with their animal origins. There's something about you that awakens them to their most destructive instincts. Predators will start to see prey animal Demi-Humans as food, particularly slow or aggressive Demi-Humans will become even moreso. This is almost never to your benefit. ~+300cp~

Ending Election for the Extra-Dimensional Explorer



~Beginning of End~

Does all this romance and cuddling have you missing the comforts of home? Or maybe you just want to quit while you're ahead. You have decided to end your chain here and return to your home world with all you've accumulated.

~Safe of Sound~

Is this what people call "the power of love"? I can't imagine much else that could convince one in your situation to throw it all away and spend your remaining days in this world. Your chain is now over, you've earned a rest.

~Guts of Glory~

Those school days have come and gone in a blink. However, time waits for no beast or man. You've had your fun and now the road opens up once more to your next adventure. One can only hope you found this diversion worthwhile.

Neat Notes of Needless Nerdom



Jump by Gene

For those who weren't around at the time, I decided on a high whim to pick a small IP I hadn't read before and see what I could make out of it in 2-4 days. I finished in 2 and was high during most of it.

If I didn't make it clear, this setting's magic is very soft. It's not the focus so what exactly it can and can't do is left ambiguous. But it takes pretty clear inspiration from Harry Potter, so do with that what you will.

Regarding the 800cp version of **Student & Teacher**. The replenishing magic materials you have access to is impacted by what other learnable magic systems you know, under the caveat it's nothing too valuable or above your own skill/knowledge of the system. For instance, if you learned FMA alchemy, you'll have plenty of chalk to go around and books on alchemical theory, but you won't have drawers full of Philosopher Stones, or the unpublished notes of a specific researcher, unless you personally provided them.

It's hard to tell with this font, but & = &.