



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. You will have 1000 CP to spend during your time here.

Welcome to Yashima.

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## 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.

**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.

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## *General Perks*

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## *Specialist Perks*

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## *Kemono Perks*

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## *Kemonofied Human Perks*

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## *Distorted Deviant Perks*

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**Items**

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**Companions**

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**Drawbacks**

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**Scenarios**

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**The End**

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**Notes**