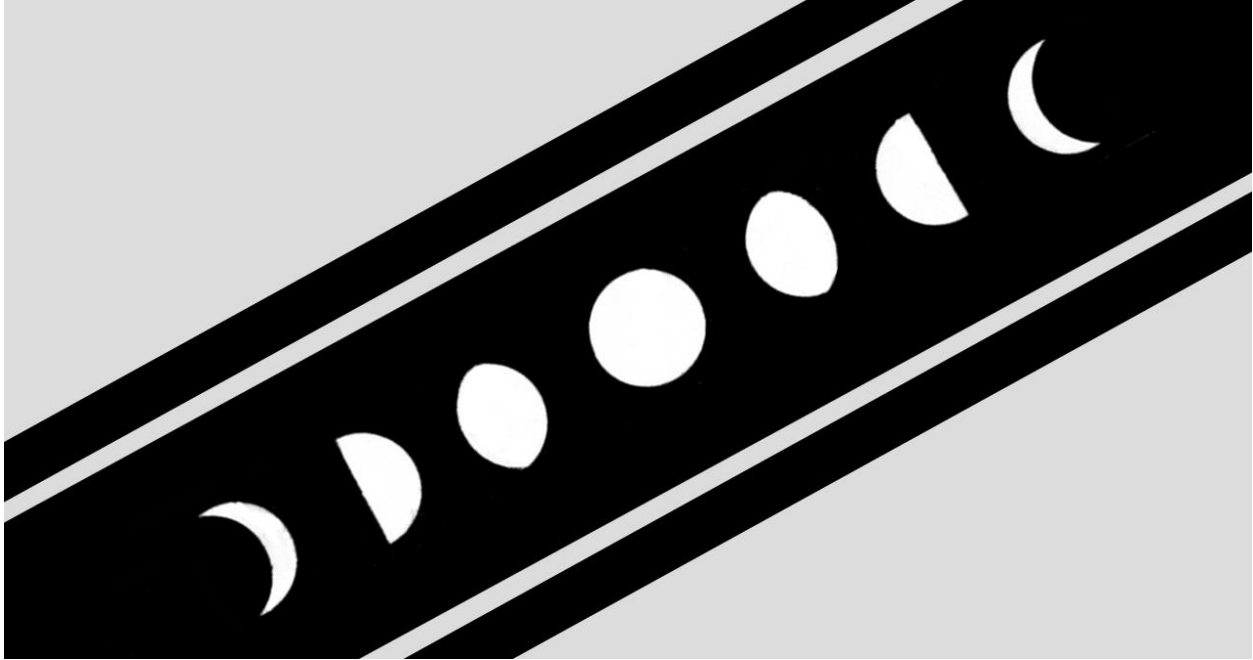


BEASTPUNK: Being Unabashedly Animal

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The Beastpunk flag: a grey flag with three diagonal black stripes. The center stripe has the moon cycle in white across it.

Beastpunk is meant to function as a subculture or term for anyone who identifies as partially or entirely as a nonhuman creature in an integral or intrinsic way, regardless of the origin or perceived nature of their identity. Beastpunk is meant to encourage individuals to embrace and celebrate their nonhumanity and animality, and (if applicable) the overlap and entanglement between their human and nonhuman identity; to embrace abnormal instincts and behaviors related to their own and others' nonhumanity, so long as no active harm is done to another non-consenting individual or any real life animal; to be free to interact with their nonhumanity and display it in socially unconventional or undesirable ways; to revel in the history of animal-people and beast-folk in all ways known from the alterhuman community, from mythology, and from cultural or spiritual backgrounds relevant to the person in question; to throw respectability politics into the dumpster, light it on fire, and dance around the burning corpse of the god "Cringe" in the moonlight; and to above all be unabashedly, genuinely, hedonistically **animal**.

This term is meant to be a reclamation of animalistic nonhuman identity, especially regarding individuals who may experience their nonhumanity in eccentric, "feral," or otherwise socially unacceptable or even stigmatized ways. Beastpunk is about being animal in all the sum of its parts and then some: being animal in a dancing-naked-under-the-moonlight way, in a rolling-amidst-the-leaves-and-dirt-and-mud way, in a screaming-with-pack-as-you-run-full-speed-down-the-hill way, in a seeing-your-eyes-reflect-light-when-they-shouldn't way. It is about embracing your experiences and identity to their fullest extent and being animal, even and potentially to the point of shameless debauchery and revelry. It's about appreciating that which has come before and shaped your identity to be more than the sum of its part, and taking the past, present, and glorious future by the horns and teeth and paws to understand and enjoy it, and understand and enjoy parts of yourself, all the better.

Anyone who's ever been told that their animality is "too much," or that they're taking their identity as a nonhuman creature "too seriously," or who has lost previous words they've used to define themselves due to terminological drift, outsider appropriation and re-defining, or others gatekeeping their identity's authenticity is welcome to take up this term.

WHO'S IN AND WHO'S OUT

Beastpunk is about anyone who identifies as a nonhuman creature in an important and fundamental way. But because of the various labels in the alterhuman community where this originated, and because of gatekeeping and exclusionary problems that can be found in many alterhuman spaces, it's worthwhile to also explicitly state that certain groups who fit the description of being nonhuman are welcome to use the term.

Beastpunk is open to endels, clinical lycanthropes, and others who experience nonhumanity in ways related to their mental health and physical bodies, **although it is not for anyone who self-identifies as a physical shifter or who participates in physical shifter packs.** Beastpunk includes ideas of the acknowledgement of history, and of doing no harm but taking no shit: P-shifter groups have a long and storied history of preying on younger alterhumans to induct them into abusive online groups

with promises of biology-changing magic, and of creating scams targeted towards specifically vulnerable alterhumans. Acknowledgements can be made to physical experiences or ideas tied to one's personal nonhumanity, without having to resort to using the terminology of a community that has time and time again proved dangerous to alterhumans. In embracing ourselves as foxes, we do not need to lead the fur trappers to our dens. People who identify themselves intentionally with the term physical shifter and communities that identify as such aren't welcome as Beastpunk for that very reason.

Beastpunk also welcomes anyone with a fiction-based or mythology-related identity: fictionkin, fictherians, theriomythics, folcintera, mythkin, and anyone else who is a spiritual, mythological, or fictitious nonhuman creature is included in this subculture. Origin of animality is not a deciding factor on who can or can't be Beastpunk.

People who are part of groups who have done and continue to do harm to alterhuman individuals and groups are never welcome in Beastpunk. People who identify with the "zeta," or "zoo" communities or who self-identify as a "zoosexual" or "zotherian" cannot be Beastpunk. Bestialists, people who are pro-bestiality and support either themselves or others engaging in it, cannot be Beastpunk either. Individuals who identify as p-shifters, as mentioned earlier, are excluded from Beastpunk. Anti-otherkin, like "KFF" who redefine otherkin as stanning or relating to characters and tell actual otherkin they're "just crazy," cannot be Beastpunk. Anti-fictionkin cannot be Beastpunk. System medicalists cannot be Beastpunk. TERFs, transmeds, and other queerphobic groups cannot be Beastpunk. Fash, including eco-fash misanthropes who say that all humans are a "disease" that need to be "eradicated," cannot be Beastpunk. Beastpunk is explicitly pro-fictionkin, pro-therian, pro-otherkin, pro-Were, pro-extranthrope, pro-plural, pro-queer, pro-human, and pro-alterhuman.

Beastpunk includes embracing even the dirty, violent, and gross parts of your animality. There is no pure version of animality in this term, filtered through sparkly smartphone lenses and with all the blemishes photoshopped off. It is accepted as a messy and confusing multifaceted experience. But even with that said, understanding and celebrating the nonhuman doesn't exist in a vacuum: you can be nonhuman to the point of drunken ecstasy, but you are still responsible for your actions and their

consequences. Bite the hand that beats you, but if you beat on someone else then expect to get bitten. Beastpunk doesn't support celebration to the point of reckless destruction or senseless and sadistic violence that affects other individuals and real nonhuman animals. If you beat your dog in a berserk shift, you're not Beastpunk; you're just an abusive asshole.

If you are an animal or creature, you can be Beastpunk if you so choose. The deciding factor is if this animality is an important and fundamental part of who you are, and if you fit the descriptions previously laid out. You can't be Beastpunk without both the "Beast" *and* the "Punk."

WHAT'S WITH THE FLAG AND WORD

The Beastpunk flag is a gray flag with three diagonal black stripes. The centermost stripe includes the moon cycle in white.

Monochrome coloring is colorblind-friendly and accessible. It represents the presentation of a single color in different values and intensity: something that always remains the same fundamental color, while simultaneously able to be viewed as drastically different depending on compounding factors. Nonhumanity for many is like this, something that is both foundational while never necessarily being wholly static in presentation or perception.

The use of the moon cycle on black stripes is meant to harken back to tales of werewolves and the early Were community, with the black of the stripe representing the night sky. The three diagonal black stripes are also meant to reference back to the three arrows often used as a symbol of political resistance against Nazism, as all forms of punk are inherently against fascist ideology and Beastpunk is no different.

"Beastpunk" arose as inspired from the word "beastfolk" that came from discussions in the OtherConnect Discord server and was inspired by Anomaly's original coining of the term "kinpunk."

WHY COIN IT?

Beastpunk as a term came around because of a lexiconic and subcultural gap within current nonhuman and alterhuman communities. Some of the communities currently out there that embrace nonhumanity also embrace the misanthropists, sexists, and bestialists who proclaim that their rotten behaviors are justifiable through their animality. Others are so obsessed with respectability politics that they are often inclined to point their flawless, polished muzzles skyward as soon as they see any “societally undesirable” sort of attitudes or behavior among their peers. And then there’s the pitfall traps, the groups that label themselves as nonhuman-friendly, but in actuality are filled with ableist and bigoted rhetoric to the brim of: “But you *actually* think you’re an animal? You must be crazy!”

Beastpunk was coined to refuse and refute these types of norms. It rejects the idea of outcasting people for the parts of themselves beyond their control and replaces that with a radical acceptance of oneself and others. It doesn’t pretend that animality is an excuse or justification to hurt others, nor that it should allow someone to abscond from basic responsibility and morality, but it stands firm in its assertion that one’s nonhumanity can never be inherently evil or wrong by virtue of its existence. And it stands in defiance of those who would cruelly try to take another person’s nonhumanity and try to transform it into something else—something softer, more malleable, more comfortable for the outside observer.

This term isn’t just about being nonhuman and experiencing animality, like so many other terms are. It’s about embracing that part of yourself, loving it for what it is, and enjoying the ride of it all. In many ways, it’s about the sheer euphoria of personal acceptance and love of the parts of yourself that society and even some other nonhumans might reject. It’s about knowing that there is an inherent worth to yourself. It's about seeing that in others.