

Ratatouille

v1.0

by Negative-Tangerine

Welcome to a world of mice, men, and food critics.

Which one are you?

You're the rat piloting one of those flesh mechs called a human aren't you?

And take **1000 Choice Points** to help you survive.

Starting Location

There is only one starting location. You arrive the day before Rem the Rat and Alfredo Linguini show up at the restaurant. Unless you are self inserting and then you awaken when your chosen person first walks into the restaurant on that fateful day.

1. Gusteau's : Formerly a five-star restaurant in Paris, France, this restaurant has been going downhill since the death of its owner and acclaimed cook Auguste Gusteau. **Why and how you are here is up[to you, are you here to critique it, enjoy the food, cook, or are you sneaking around to steal food and fix dishes.**

Age and Gender

Ages are 20+1d6 or 30+1d8 and gender is whatever you were previously. It is 50cp to choose your own age or gender.

Origins

Any origin can be a Drop In.

Cook (0): You are an oddly endearing if unskilled cook, maybe with a little help you could really shine.

Rat (0): You are an oddly industrious little guy with a worryingly amount of talent when it comes to cooking.

Food Critic (0): You just want to eat good food and print the truth about what you experience, hopefully you can succeed in your goals.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

Cook

Memory like a Rattrap (100): Your memory is like a trap, once something enters it does not escape, you can table a dozen separate orders and be able to reel them off without error. **This gives you a flawless eidetic memory.**

Charisma of a Panda (200): You are oddly endearing to your desired gender, your actions will be forgiven and your indiscretions will be overlooked or painted in an endearing light as long as you don;t actively mean to hurt the person in question. No matter how much you mess up or how much you lie and obfuscate about your cheating and flagrant disregard of rules like cleanliness standards and animals in a kitchen environment it will be fine

Skating Through Life (400): You have the ability to balance multiple objects like plates and skill skate across the ground as if you are skating on ice without any risk of injury, error or spillage. **This provides a boost to dexterity and balance, while conferring the ability to skate across surfaces as iud on ice practically negating friction.**

Luck of the Naive (600): You have some absurd luck, you can skate by disaster and have plots against you foil themselves. **This provides you with a large boost in luck geared towards foiling plots and enemy action against you without you even being aware they are happening, seemingly random misfortune and coincidence will occasionally prevent enemy action from succeeding. This will also prevent random luck from ending your chain.**

Rat

Cooking Talent (100): You have skills in cooking and the creation of new and interesting dishes.

Perfect Palate and Nose (200): You can distinguish between the minutest flavours and smells and have the ability to come up with pairings, improvements, and component substitutions on the fly based on what you taste and smell.

Food Magic (400): Your food can affect those that eat it, you can make food that can conjure memories of better times and literally improve the health of the eater completely changing their outlook on life, or you can do the opposite if you're a monster.

Flesh Mechs (600): You have the ability to override an beings motor skills at will as long as you maintain contact with the being you are controlling.

Food Critic

Intimidating Presence (100): You give off an unsettling and intimidating air to those you meet. **This can be turned on and off at will, or be set to ignore those you do not wish to intimidate.**

Death by Words (200): You are adept at targeting your opponents with the spoken and written word. You can demoralize and crush the spirits of your foes with little effort and have skill in ferreting out and targeting their metaphorical weak points.

Nose for Secrets (400): You are a suspicious person, but that may be because you have an innate sense for when people are hiding secrets or trying to deceive you.

The Truth is a Terrible Weapon (600): If you are speaking or writing the truth, anyone who hears or reads it instinctively knows that you speak the truth. **This does not mean that they will conversely know when you lie, just ensures that they will believe you when you convey the truth and be unable to deny it.**

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc. Any item alterations and upgrades made will be maintained between jumps and are fiat-backed. Origins get their 100cp item for free and the rest are discounted to 50%. Building complexes will be placed near your starting location in-jump for your stay and will be attached to your warehouse after this jump is complete, they can then be imported into future jumps as desired.

Cook

Cooks Hat (100): This tall and unassuming cook's hat can conceal anything hidden under it from notice and detection, and will never fall off until you take it off yourself. It is always clean, white, and as fresh as if it came from the cleaners.

Unlimited Pizza and Pasta (200): You have a single set containing a takeout container and a pizza box that when either are opened will be filled with fresh takeout from whatever restaurant you are thinking of.

Knives of Days (400): You have a single knife and sheath combo that when equipt can never be lost or taken from you and the knife will return to its sheath the moment you reach for it. This knife will take on any shape you wish for any job and is perpetually sharp, clean, and sterile. You could gut and skin a bear with it single handedly and it would be as clean and sharp as the day it was created.

Apartment (600): You have a nice apartment or cozy house that is fully paid for and in your name. The layout of both are similar with a cozy two bedroom, one bath floor plan. **If you choose to go with the apartment in this jump you can import it as a small house in future jumps if desired.**

Rat

Anyone Can Cook (100): You have a signed copy of Auguste Gusteau's famous cookbook. This cookbook will not only help the user learn any form of cooking quickly, but when used to learn it will allow the user to go through a montage to learn the recipe with nearly no time passing. **This book will update in each jump you go to to provide any recipes found in that universe that are even tangentially related to cooking, this include alchemy, potion=making, and cooking.**

Ever Full Walk-in (200): You gain a walk-in cold room full of various meats, vegetables, and any fresh ingredient you might want at that moment. Whenever you open the door you will find it full of whatever ingredients you are seeking at that moment. **This will be added to your warehouse once the jump is complete and you can summon the entryway at-will to appear out of thin air.**

Pack (400): This pack of 25 mice with human level intelligence owes allegiance to you and will follow any and all orders you give. They are oddly skilled in running a restaurant. **These will be followers after this jump and can be imported into a single companion slot in the future.**

Restaurant (600): You have your own restaurant that is equipt to create and sell any form of food you wish to create. This is a small and intimate restaurant with a capacity to serve no more than a dozen tables inside and another half a dozen out on a patio area. This business will run fine by itself but can do better with focused attention given to it. **This comes staffed with a half dozen human followers that will follow with the property from jump to jump unless imported individually as companions. This can be Le Ratatouille two ways. If you insert as Alfredo Linguini the human or Remy the rat, or if you gain ownership of the restaurant yourself during your stay either by financing / backing it or taking it over.**

Food Critic

Endless Notebook (100): You have in your possession an endless notebook that is mentally metaphysically tied to you and will automatically record any and all information that you wish it too. **It can be summoned and dismissed from your hand at will and at any time you wish to spit out a handwritten copy of any information found within itself.**

Impeccable Suit and Scarf (200): You have a dapper bespoke suit that projects an aura of sophistication and class, along with a complimentary scarf that keeps you at the perfect temperature no matter the weather. **The design, material, and color of the items is up to you. The suit and scarf will always be in perfect condition and look like the day they were made.**

Skull Backed Typewriter (400): You have a typewriter that has a distinct skull motif, when sat at it will write out entire articles based on your thoughts and ideas, these articles will be in your worlds and clearly of your writing style while ensuring grammar, punctuation, and formatting. **This item generates its supply of ink and paper on demand in any color, material, or style desired.**

Publication (600): You have a small press publication that you can publish articles and reviews that will be distributed by themselves or can be included for distribution in a more famous publication as a free fold-in. Want your food reviews publication included into the Daily Bugle, or your sedition pamphlets to be passed out hidden in the folds of a national newspaper? Then this is for you. **You do not need to do anything for this business as it will be taken care of by a small staff of three to five followers who are dedicated to publishing the truth, any truth.**

Companions

Companion Import (50-200): Import a single companion into any origin and race for 50cp each or eight for 200cp. Each gains 600 CP to spend.

Canon Companion (100): So you want to take any other existing character from this world. Well then this option is for you. **This will guarantee a good first meeting and a decent first impression.**

Cook (Free for Rat Origin): You can create a new companion with the Rat origin with 800 CP to spend.

Rat (Free for Cook Origin): You can create a new companion with the Cook origin with 800 CP to spend.

Tiny Ghost (Free): You gain a tiny rat-sized ghost of any famous character or person you desire to follow you around and give surprisingly good advice and commentary. **This companion can be imported into a later jump to gain a full fleshed body as desired. This is best to be used for people that are at the peak of their professions to provide guidance and skill.**

Drawbacks

Self-Insert (+0): Do you want to be an Ogre? A Princess? A Prince? A Donkey? A Farquaad? Well now you can. Buy their background and you can take the place of one of the main characters.

The Pixar Timeline (+0): This jump is now in continuity with every other Pixar movie that has been made, whether as a future, past, or alternate dimension they are all connected.

Extended Stay (+100): For each purchase of this your time here is extended 10 years.

Clumsy in the Kitchen (+100): You are a walking disaster in the kitchen, i hope no one will let you near a stove.

No Taste(+200): You have no sense of taste, this might be a problem if you have a job working with food.

Just a Rat (+400): You are stuck as a rat for your entire time in this jump and have no access to all of your out of jump perks and powers.

Power Loss (+600): You have none of your out of jump perks, powers, items, or warehouse for the duration of your time here.

Choices

Go Home: What, done already? Alright then hope you had fun and enjoy your trip home.

Stay: So you enjoy your time here that much huh. Well have fun staying in this world of rats and cooks..

Continue: On you go then, take your purchase, companions (voluntary or otherwise) and get onto your next conquest.

Updates

v1.0 - Jump Doc created.