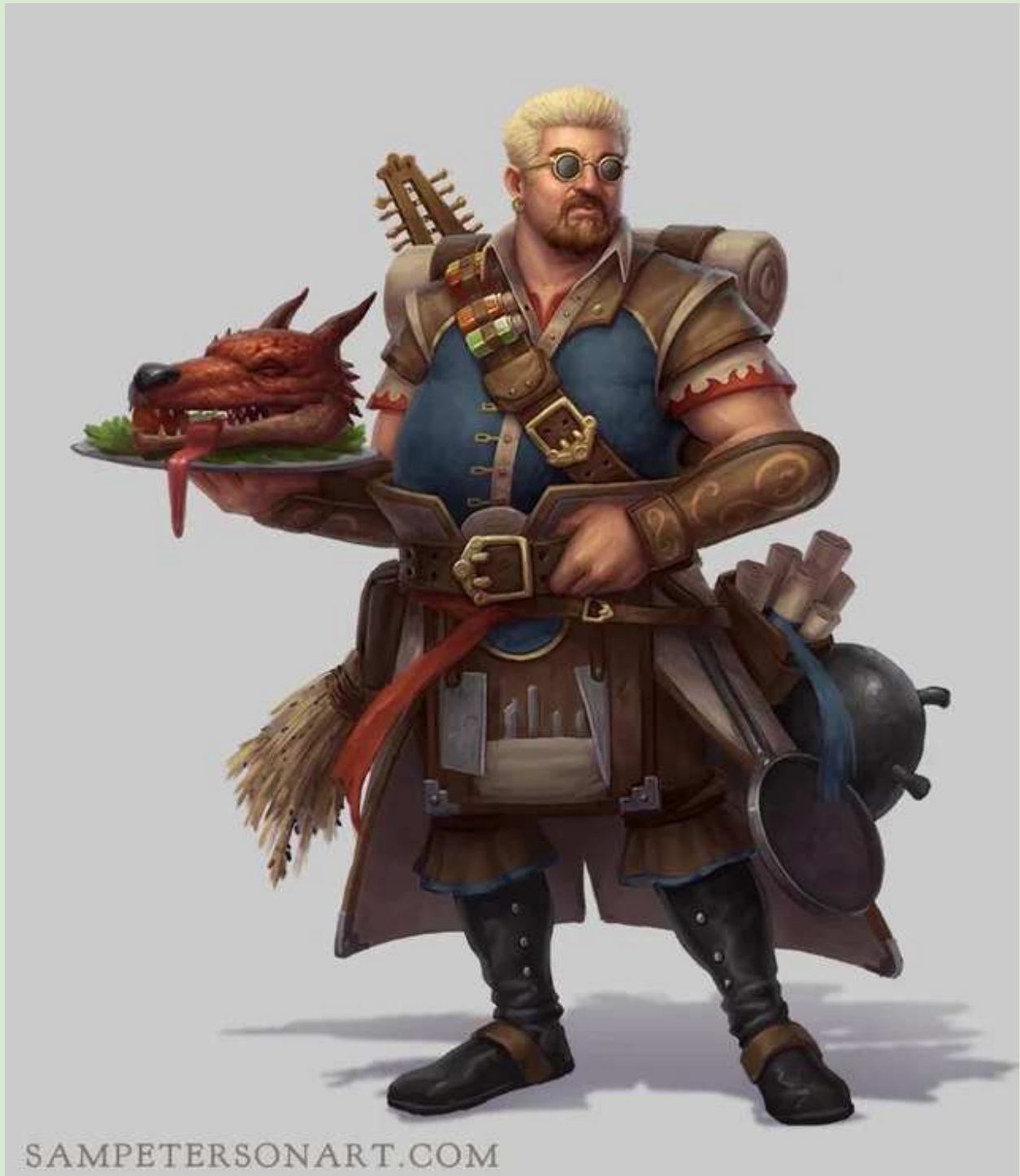




Generic Culinary Warrior

Food is such an important part of life, one of the main driving forces for any living thing, that it is little wonder some choose to focus on it so extensively. And yet, for some individuals, the focus on cuisine is so much more than simple sustenance and the pleasure of consumption. These are the culinary warriors, people that have taken their ability to prepare foods and the skills cultivated through their cooking process to be effective warriors. Some are monster hunters, using their knowledge of butchery to target the places they can do the most damage, others use their food as a medium for magical buffs and enchantments, and still others have found a way to incarnate dishes into living creatures as a form of summoning.

Regardless of their focus, however, they are always exceptionally skilled chefs that have honed their skills to an absolutely ludicrous degree. The foods they make, the sheer skill, allows them to develop their bodies without the need for excessive physical conditioning, their foods bringing out new and potent traits within themselves, and potentially in others as well.

You will spend ten years in this insane world... take these, they will help you survive here.

+1000cp

Setting

Choose any of the following.

1. *A Generic World of Your Choice.*
2. *Isekai World.* You've been taken from one world and thrust into another. If you lack memories of this world, this is the same as 1.
3. *A Portal Nexus:* This is a world that's filled with portals to various other universes that have culinary warriors in them. You can find your way back here after entering one of the portals.
4. *Supplement Mode:* You can choose to use this jump as a supplement and attach it to another jump.
5. *Crossover Mode:* Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Origins

There are no specific backgrounds here, the default is a Drop In. However, you can choose to have memories of this world applicable to the perks you've purchased.

Age and Sex

Age and gender don't make much difference in this setting so pick whatever you want.

If you choose an age under 13 or over 75, you gain +100cp due to the hardships such ages can have on you.

Perks

You get 5 Culinary Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Culinary Tokens being able to be used for 300cp perks. You gain a single 50cp perk for Free.

Culinary Expertise (Free): You have the equivalent of ten years of experience in the art of cooking. You can choose what sort of cuisine you've specialized in, but you are well rounded enough to cook a wide variety of foods in an equally wide array of styles.

Hobbyist (50cp): Choose a sport or hobby, such as collecting, drawing, or the like, you gain five years worth of experience with the chosen hobby. This may include esoteric knowledge, such as the worth of various coins if you collect coins or knowledge of urban legends if you study or hunt cryptids. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new hobby.

Craftsman (50cp): Choose a craft, such as metalworking, carpentry, or the like, you gain five years worth of experience with the chosen craft. This may include esoteric knowledge, such as the concepts associated with various woods as a carpenter on top of the physical properties or what different weaves represent in textiles. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new craft.

Career Path (50cp): Choose a career, such as office worker, technician, or the like, you gain five years worth of experience with the chosen career. This may include esoteric knowledge, such as numerology if you are an accountant or color theory if you work in graphic design. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new career.

Combat Skills (50cp): This perk gives you five years' worth of experience in various combat skills. You may distribute this experience across any number of weapons or combat-related skills, such as tactics, sapper training, scouting, or fortifying areas. This perk may be taken multiple times, increasing the amount of training you gain and can distribute by an additional five years.

Well Fed (100cp): Years of proper nutrition, exercise, and self-care combined with good genes have allowed you to develop an ideal physical condition, giving you an impressive physique. You are stronger, faster, and tougher than what is considered the peak of humanity into the realms of what comic books consider peak human ability. Your physical condition will not degrade from disuse or suffer from atrophy to any significant degree.

Nutritionist (100cp): You have a good insight into the nutritional needs of those around you and can create meals specifically tailored for them, promoting their physical development and improving their health as a result. This can provide a small boost to physical conditioning and allow someone to achieve a better build if they eat such meals regularly for a time. You can also promote healthy eating habits in people through this perk's effects.

Presentation (100cp): You have learned how to present yourself effectively to project a specific image, if you want to come off as a goofball and be underestimated, you can easily pull it off, and if you want to present as intimidating and dangerous, you can do so. This can also be used on anything you make, such as making a message seem far more mundane than it really is in case it is ever intercepted. This is just an impression, and if forced to back it up, you'll need to rely on yourself for it.

Get Out of the Kitchen (100cp): You have all the necessary skills to go out into the field, as it were, ranging from simple outdoorsmanship and survival training all the way to the knowledge of monstrous beasts that may exist out there. You are also really good at improvising a kitchen out in the field using just what's available in nature, as well as how to set up a comfortable camping environment even in harsh conditions.

Work It Off (100cp): Being a culinary warrior means you'll be eating a lot, and that means a lot of calories, fat, protein and the like entering your system, which can easily collect in your body. Now, however, you have the knowledge of a personal trainer and how to apply it to yourself, as well as others, with exceptional ease. Any boost to your ability to teach others can now be applied to yourself, though this does not lead to any sort of recursive increase from anything that lets you apply your own learning speed to your teaching ability.

Clean and Tidy (100cp): When any bit of contamination can have drastic consequences, usually disastrously so, it pays to make sure your equipment and workspace is clean and sanitized. You are able to render a surface or object completely clean and sterile with a touch. Additionally, your own skin and body is constantly being gently cleaned and sanitized, leaving you with the feeling of just having taken a shower and preventing any disease or contact poison from taking hold. This also prevents cross contamination.

Keep Your Tools Working (100cp): You have a talent for keeping your belongings in perfect working order. You have the ability to figure out how to maintain just about anything to prevent it from breaking down, and if they are damaged, you can figure out how to fix them in some way. Additionally, equipment in your possession seems to pick up on this and will slowly regenerate from damage even if you don't have time to or can't figure out how to fix them normally.

Preservation (100cp): You have in depth knowledge of several methods to effectively preserve nearly any perishable materials long term without reducing their flavor or characteristics when used in cooking, as well as how to preserve specific qualities or flavors while allowing others to decay, if such a thing would be beneficial. This includes drying, salting, pickling, making preserves and jams, and even some measure of refrigeration, as well as a few other options, though this is not an exhaustive list. This can be easily translated to preserving the supernatural qualities of ingredients you are working with.

Many Hands (100cp): Make for light work. You have a talent for getting people to cooperate and work as a team, even in spite of any enmity between them, though this is proportional to the importance of what you are getting them to work towards and how long you've been working on this. You couldn't have mortal enemies share a meal on your first night knowing them, but given a month you could get them to be friendly rivals rather than outright enemies. This is also good for matchmaking or getting people to relax.

Mentorship (100cp): You have a considerable knack for teaching, able to clearly and concisely convey information in a way that's easy to digest and remember, as well as being able to quickly and easily adapt to your student's needs. This is best used when working one on one, giving a five times boost when doing so, however, the more students you have, the lower this boost gets, though it is a slow decline.

Rationing (100cp): When you are low on resources, you can easily figure out how to make something even with what limited resources you have available. You can figure out how to gather up additional resources from the environment to bulk out what you already have available. You can also figure out how little you can get away with using to get by and keep your resources from being used up to quickly, while maintaining the effectiveness. This doesn't just work with food and drink.

Substitutions (100cp): Sometimes, you just can't find a hundred year old mountain ginseng or you're cooking for someone with allergies you have to work around, so, you improvise. You can find a viable substitute for even the most rare, obscure, and seemingly critical materials for just about anything that would require such materials. While these materials may be rare themselves, having more options makes it more likely you will find something regardless. The potency of your creation may suffer a bit from these substitutions or may express unusual quirks, with more substitutions resulting in more divergence, but they will remain serviceable to their purpose.

Creature Comforts (100cp): In life, there can often be a great many stressors, both physical and mental, which can lead to a wide variety of aches and pains, not to mention the normal wear and tear of daily life. You, however, are immune to these small aches and pains, headaches, and will find that small nicks and cuts just don't happen to you, though more serious ones still will.

Brewmaster (100cp): Beverages are an integral part of any meal, be it simple water or brewed teas or an expensive wine, and you know how to make such things and how to pair them with and compliment a meal. You also know how to effectively age a beverage to make it better. Beverages you make tend to be more refreshing as well. This will also make any potions, serums, and elixirs that are ingested more effective in general.

Butchery (100cp): You are a skilled butcher, with an equal amount of skill to your abilities as a chef as a bare minimum. Additionally, your knowledge of anatomy and how to break down a creature allows you to target weaker spots on your foes and deal much more damage as a result. This will even work on creatures you haven't personally butchered or studied the anatomy of before, though at reduced effectiveness.

Tenderizer (100cp): You have obtained the ability to use your knowledge of anatomy to strike at pressure points that can and will impose pain, cause the body to weaken, slow movements, or otherwise render the target physically weaker than they were before your strikes hit. With a few adjustments, you could instead use this to boost yourself or others to a similar degree. Additionally, you can more easily work with hard or tough materials in general and can make anything you cook much more tender and easier to consume.

Shellbreaker (100cp): Sometimes, it takes a bit of brute force to get at an ingredient, maybe you need to break off the shell of a turtle or you have a particular tough nut to crack. Either way, you know how to apply force to get through such defenses. This can even let you get through armor worn by an opponent or the natural defenses of a monster you are currently fighting, making that armor or defense less effective as you break through it.

Combat Seasoning (100cp): You have figured out a rather interesting method of combat, using a combination of seasonings, oils, and herbs to both season and inflict a variety of negative effects on your opponents while they are still alive. Smokes that dull the senses, salts that irritate and worsen wounds, oils that leave the creature unsteady, and herbs that cause sickness in the targets without being poisonous are all possible. This can be improved with knowledge of alchemy.

Cast Iron Stomach (100cp): You have built up a layer of dense and tough subcutaneous fat that acts as a simple form of armor, providing a basic defense for you. You can choose how much the fat affects your appearance, giving you a visible paunch or leaving you looking normal with the fat doing nothing to your appearance. Fat you develop is distributed as you see fit. Additionally, you are completely immune to poison and disease of any kind and can eat and gain sustenance from just about anything.

Better Ingredients (100cp): Ingredients you purchase, harvest, or otherwise obtain tend to have a higher quality than they otherwise would. It also means that nothing you ever obtain will come to you rotten, moldy, or otherwise in a state of inedibility. You also know several ways to improve on the flavor and seeming quality of ingredients, such as special marinades, dry aging processes, fermentation, and the like that can all make a lower quality ingredient the equivalent of a higher quality one.

Chef's Senses (100cp): Your sense of smell is significantly boosted, to the point you could, potentially, track something by scent alone or pick out subtle clues from a meal based entirely on smell. Your sense of taste is similarly boosted, to the point you can pick out individual ingredients in a meal based entirely on the smallest of tastes and can even taste 'tasteless' ingredients. You are never overwhelmed by these improved senses and can refine them further given enough time and practice.

Fortified Foundations (100cp): The foundational skills and basics are something often ignored once someone starts to learn the more advanced skills, letting such foundations languish and, potentially, crumble. You don't have this problem as the foundations of your skills are constantly reinforcing and refining themselves at a slow, but steady, rate. Every time you train with any skill or ability, your foundations are trained as well, and you have enough passive reinforcement that they never grow dull or out of practice.

Hearth & Home (100cp): Food is only a part of what a culinary warrior does, it is the experience and community, the feeling of home and safety that they can build around themselves. You have the ability to create and maintain a Hearth, a flame that both enhances the flavor of foods cooked in it and projects a feeling of safety and warmth that eases the burdens of those that can feel it, as well as dulling aggression in that same range. This also has the effect of repelling common pests, such as biting insects. This fades slowly, lingering for a few hours or days after the Hearth is doused. You also gain a loose awareness of the physical and emotional state of the people within range of your Hearth, as well as roughly how many are within that range.

Steady (100cp): Cooking has you working with some surprisingly dangerous things, oil and fire, sharp implements, chilis so hot that they can leave chemical burns... thankfully, you have incredibly steady hands. In fact, you are an incredibly steady individual in general, able to finely control every movement you may make. Additionally, you have a good sense for heat and how to keep it at a specific point.

Measured (100cp): Certain types of cooking have a rather exacting need for amounts of ingredients, and being too far off can greatly affect the final product. You have a sense for volumes and weights, enough that you could perfectly measure out the amount of an ingredient by eye and feel, regardless if you need a specific volume or weight. Additionally, you have a perfect sense of timing.

One Man Workforce (100cp): Culinary warriors usually work in teams, however, some are known to prefer to work alone. In spite of this, they can produce works that may well exceed what entire groups would be capable of. You can operate nearly as well as three people working together entirely on your own, and multitask far better than most people. Additionally, you can easily act as your own sounding board, setting aside your biases to ask yourself the questions another may ask to poke holes in your ideas and aid in the refinement process.

Waste Not Want Not (100cp): You get the absolute most out of nearly anything you deal with and never seem to waste any of what you have available. What little waste you do produce, however, can be put to use elsewhere with surprising ease. This is not simply for cooking. You will extract the most nutrients from food you ingest, keep full and hydrated for longer, and get the most out of your time sleeping, making all three more efficient and less necessary in general. Your ability to manage time and space as a resource is similarly astounding. This also makes you incredibly good at packing items into a particular space.

Resource Acquisition (100cp): A cook is nothing without ingredients to work with, so you've learned how to get those ingredients. You know what ingredients to look for and how to harvest them effectively without harming their quality, as well as where they can most likely be found in any given environment. Additionally, you know how to cultivate the various ingredients you need, at least for those that can be cultivated, including growing various plants and fungi, as well as how to raise a wide variety of animals that have useful parts.

Logistics (100cp): Resources are important for any profession, and the culinary warriors are no different as, without the right supplies, they find themselves less effective. As such, you have sufficient skill in logistics and resource management to run an entire large scale kitchen meant to supply dozens of different locations and keep them supplied long-term using only this talent.

Speed Eating (100cp): While most would prefer to savor a meal, there are some times when a culinary warrior needs to just get something into them fast. You can quickly and easily consume a large amount of food in a very short period of time, and can even keep a good deal of food in your stomach without any discomfort, though you can tell just how much you can have in your stomach.

Gourmand (200cp): You have somehow acquired the ability to just eat and eat and eat without end if you so desire, and no negative consequences will come of it and you can, in fact, benefit from it instead. When you ingest any sort of food or drink in excess of what you need to survive, you will find that it is converted into an internal reserve of neutral energy that can be used in place of any other form of energy, to provide calories and nutrients to satiate you, can restore your stamina, and/or to accelerate your natural healing rate. While you can still feel full, it will never be uncomfortably so and you can just keep on eating.

Harmony (200cp): Your abilities are shockingly easy to mix and combine, even those that should have conflicting natures, allowing you to utilize these abilities or powers in tandem even when they should be mutually exclusive or cause injury when both are used together. You also find that your abilities cannot harm you from their use. This even extends to external sources of power, though to a slightly lesser extent. As an additional bonus, you can even make flavors that really shouldn't work together work, though they may be an acquired taste.

Made With Love (200cp): Not all culinary warriors work with concrete things, some imbue that which has no substance and imbue it into their dishes; capturing the love of a mother towards their child, the whisper of a the ocean's waves at night, the first light of the sunrise, or the dying regrets of a creature as it passes. You know how to capture such immaterial things and treat them as physical materials when crafting. At first, you may need specialized tools, but given time, even just holding a bag open to the wind may capture its howling for you to use.

Savor the Taste (200cp): An unusual ability, you have five slots where you can impart an effect, be it from a potion, a meal, a drug, a spell, or any number of other effects, and cause it to become persistent, lasting until it is removed from the slot, which you can do at will, even while unconscious. While an effect is in one of these slots, it will provide you with all of its benefits while neutralizing any downsides that may have been a part of it. When you remove an effect from a slot, you can cause its effects to end immediately or continue its duration as normal. Once removed from a slot, that instance of the effect cannot be put back into the slot. Purely offensive effects that are used on you cannot be put into one of these slots.

Second Serving (200cp): Sometimes, once isn't enough, so you've turned that into a combat technique. You have developed the ability to cause a spell, buff, potion, or other beneficial effect to trigger on you a second time, so long as the first instance of that effect happened within the last twenty four hours of when you choose to trigger the second. Additionally, you are able to gain a burst of vitality that partially seals your wounds and restores a decent chunk of stamina as a second wind effect, only needing a short rest to regain the ability.

Building Flavors (200cp): As flavors are built and combined within a dish, so too are the skills, buffs, and debuffs you can lay out. You can see how to combine your skills organically and meld them into a coherent style, even with noncombat skills in combat or combat skills outside of combat. Effects, such as buffs and debuffs, can be layered to deepen their effects as more are added and compliment each other to one degree or another. This isn't limited to your own skills, as you can effectively combine your skills with those of others for a combination attack.

It's Filling (200cp): You have the ability to lengthen the effects of any empowerment placed on you with a duration by an order of magnitude (x10) without diluting its potency. This also reduces the costs to maintain an effect by an equal amount, making it take a tenth of the cost to keep a spell or effect going. You also need only a tenth the food and drink that a normal person would need to survive.

Hits the Spot (200cp): You have the ability to empower the effects of any empowerment placed on you with a duration by a factor of five (x5) without reducing its duration. This also allows you to maintain the effects of any empowerment placed on you with your own energy and stamina. Healing effects are also affected by this multiplier, making them significantly more effective.

Biofeedback (200cp): Also known as the Sage Arts or Life Return, you have complete and total control over your bodily processes and can move every inch of your body to your will. At base, this takes your reaction speed up to a higher level as your body reacts to your thoughts instantly and increases flexibility significantly, however, you can learn techniques that utilize this in a variety of ways, such as halting the effects of an ingested potion or meal for a time and restarting it later, controlling your hair as if it were an extra set of limbs, kick your adrenaline production into overdrive, and similar techniques. This is an essential base for many combat techniques as well. Finally, this allows you to process and use all resources from anything you ingest without waste, resulting in you never actually needing to use a restroom unless you want to do so for whatever reason.

Iron Chef (200cp): Your skill in cooking has directly translated into skill in combat, the two now inexorably linked together. Whenever your skills in the kitchen improve, so too do your skills on the battlefield, and whenever your skills on the battlefield improve, so too do your skills in the kitchen. You are also able to translate your skills in cooking into the creation of weapons, armor, and other tools of war, with their skill similarly linked to your cooking skills, so long as the components used come from previously living creatures.

Big Bite (200cp): Your jaws are incredibly strong and your teeth both unbreakable and everclean. It's not just your teeth that are strengthened, however, your bones are much more resilient, though not unbreakable, and have far stronger ligaments and tendons attached to them. Even your muscles are made stronger, allowing you to exert far greater force than you otherwise would have been able to. This stacks with the effects of Well Fed.

Additionally, you are capable of stretching your jaw to allow for much larger bites, change the shape and purpose of your teeth to better suit your current needs, and your throat and internals are able to stretch and are resistant to harm from anything you attempt to eat, even if they would be sharp, hot, or acidic enough to cause harm.

Finally, You can eat just about anything and extract some measure of nutritional value from it, even dirt and stone.

Ethically Sourced (200cp): You are capable of extracting permanent materials from a creature that is willing, or unable to resist, without causing any actual harm to the creature. If you have a willing dragon, for example, you could extract copies of its scales, bones, blood, heart, or any variety of organs or other pieces. Once you do so, however, the creature cannot provide more of what was extracted until some time has passed proportional to the importance of the part conjured and the amount extracted. Using the above example, scales would recover quickly given dragons shed them naturally, but pulling the dragon's heart would take them a full year to recover from. This does not actually impact the creature's body, just your ability to extract further materials. They'd still have a heart even if you extracted one from them. If the materials are willingly given, their quality is improved significantly.

Toxic Cuisine (200cp): One of the most reviled forms of cooking available to the culinary warriors, often seen as the realm of those with no talent for cooking trying to become culinary warriors. You have the ability to invert the nature of a dish and turn it into a dangerous poison, taking all the nutritional value and flavor that would have been developed and turning it into something dangerously foul. This can be used to generate what are essentially poisons, and you can even directly create or distill poisons with ease.

However, as a side effect of this, you know how to process normally poisonous or inedible things to make them safe to eat, and possibly even palatable if you are good enough. This even extends to knowledge on how to neutralize most forms of poison, including those currently afflicting someone.

Additionally, you are trained in how to use actual poisons safely and effectively in multiple situations, including in combat and how to use it as a safe seasoning, such as how pufferfish is prepared.

Food for the Soul (200cp): Your food doesn't just nourish the body, it nourishes the soul as well. You can make foods that immediately dissolve into energy within the body of the person that eats it, providing a direct infusion of energy and vitality, as well as replenishing any energies they may possess. Any additional effects they have are retained as a pool that can be tapped into to affect you as needed rather than running down from the moment they are eaten. Additionally, such foods are more nourishing to the mind and soul, providing a similar effect as normal food has to your body, aiding to repair them and fight off maladies that would otherwise be hard to overcome without something to aid their recovery.

If you also have the Nutritionist perk, it will apply to your mental and spiritual development as well as your physical, enhancing your learning speed and ability to develop your spiritual capabilities.

Plentiful Food (200cp): This is an interesting technique for those that need to cook a lot of food with limited facilities. Anything you make, whether it is food or something else, you can choose to increase its size fivefold and/or multiply the final product five times over. Turn two small fish into a meal that can sustain an entire company of men when it wouldn't even be enough to feed a single one. For foods and consumables, this is a free effect, however, for more permanent things, you will need to expend a good deal of personal energy to fuel the effects.

Fast Food (200cp): So long as you have all of the ingredients or materials to make something, you can convert them into a finished product in only a few moments. The quality of the finished product will be less than your best efforts, but will take your skills and the quality of the ingredients used in its creation. This will work for anything you attempt to create, not just food.

Can't Stand The Heat (200cp): Well, of course *you* can, you're in the kitchen! You have a high tolerance for a wide temperature range, able to withstand extremes of both hot and cold, with the limit being freezing and boiling (assuming ground level), at least to start. With training and exposure to higher and lower temperatures, you can expand this range, though it gets harder and harder the more extreme the temperature. Withstanding cold is slower to achieve, both due to difficulty in finding truly extreme temperatures in the negatives, but also because of how dangerous colder environs are for reasons beyond the temperature.

Feeding Frenzy (200cp): Often viewed as a dangerous technique meant more for desperate situations, some have taken to using and refining the technique, turning it into something viable in more situation. You have the ability to trigger a psychological and biological shift in yourself through a sort of autohypnosis, pushing you into what is known as a Feeding Frenzy by other culinary warriors. Your fingers and toes become clawed, your jaw elongates, and your teeth sharpen, with an uptick in metabolic processes that enhances your speed, strength, and endurance, though it does nothing for your durability.

However, it puts you in a state where you run more on instinct than logic and reason, turning almost feral, still recognizing friend from foe, but acting more animal than man. Given time, you may be able to learn to control this state, even benefiting from the heightened instincts combined with the ability to reason.

Rendering (200cp): An advanced and dangerous technique used by some culinary warriors, particularly those with an emphasis on the more mystical side of their profession. You have the ability to burn fat or caloric energy from your own body in order to replenish your energy reserves or to fuel an ability directly. This will have similar effects to rapid starvation with prolonged use and can actually be deadly if you are not careful. With practice, you can potentially draw out more power from your burned caloric energy or fat, increasing the efficiency of this ability.

If you also have the Cast Iron Stomach perk, this is far more efficient by default as your fat is especially dense and rich in energy, making this less dangerous. However, this will slowly soften the defensive properties of that perk.

If you also have the Biofeedback perk, you have perfect control over this ability and are able to use it at peak efficiency rather than needing to practice to gain the proficiency and efficiency.

Magical Training (200cp): While not all culinary warriors know and utilize magic, a great many do to supplement their martial talents. This perk grants you the basics on how to use a particular school of magic as well as how it can be applied as a culinary warrior, with the potential for the magic to grow in strength and scope with enough training, though still restricted to its themes.

Some schools of magic are stronger than others and will have an additional cost to them, as shown in the entries below. If an entry has a cost listed, it is in addition to the base cost of this perk.

You can purchase this perk multiple times, gaining additional training in other schools or types of magic.

- *Custom (0cp/100cp):* If you have an idea for your own school of magic, you can make your own that is of a similar level to the options presented below. If your custom magic is strong or complex enough, you may need to pay an additional 100cp.
- *Utilimancy:* A simple magic that has almost no combat applications whatsoever and is more useful for household chores than anything else. Aids in cooking, cleaning, grooming, and other bits of household magic with mild healing as an added benefit, though more in the soothing of aches and pains than actual healing. Scour away dust, dampen a rag for better use in dusting, dry clothing fresh out the laundry, produce delightful scents and eliminate foul ones, sharpen knives, oil up a squeaky hinge, and much more are accessible and major components of this magic.
- *Arcane Cuisine:* One of the more interesting forms of magic available to the culinary warriors is that of Arcane Cuisine, cooking itself applied to magic. With this magic, you can actually cook and prepare magical energies, applying other ingredients to infuse the magic with their essence and shaping it through various cooking techniques to shape the resulting complex mix of energies into a spell. Once prepared, you can consume this magic in order to internalize it as a proper spell, either using your own energies to cast it or expending the prepared spell, which erases it from your mind but doesn't use up any additional energy. Completed spells can actually be called back in order to be processed again or mixed with others to create newer, stronger spells. However, you are limited to only a few such spells to start, having to expand your 'spiritual stomach' to accommodate more spells, an uncomfortable process. Materials also limit the spells you can create through this effect.
- *Pyromancy:* At its basest, most simplistic application, this magic is about the manipulation, control, generation, and destruction of fire, heat, and smoke. While this, on its own, will provide significant benefits, it also covers the divinations through fire and smoke, illusions through the manipulation of heat hazes and temperature, and similar such magics. With enough practice, you may even go beyond simple pyromancy to include the more conceptual nature of fire and what it can accomplish, though this could take decades. Other forms of elemental magic fit into this tier.
- *Preservation (100cp):* A surprisingly potent form of magic given its narrow definition, preservation magic is all about keeping something from happening. Keeping a potion's effects from fading, keeping a dish from spoiling, keeping your body from degrading, keeping an opponent from moving, preventing a poison or disease from taking hold, isolating the influence of demonic possession, or similar such things are all in the purview of preservation magic. This is commonly used to supplement other magics to, for example, prevent a normally weak barrier from breaking or to preserve the effects of another spell. These can cause a backlash if the effect is broken, however, such as the barrier in the previous example breaking from a strong enough hit.

- *Blue Magic (100cp)*: Also called mimicry or, derogatively, ape magic, blue magic is a distinctly combat oriented magic, taking in the innate magic of a beast or creature that strikes the user to mimic some of their innate magical abilities. These individuals require a high vitality and resistance to magic in order to survive, but if they do, they can pick up a wide array of skills from both their enemies and their own summons, learning to manifest the abilities of creatures they combat and encounter. There is also a simple work around that has earned the blue mages the alternative name of gourmand, where they cook and consume monster parts to learn the magics of those creatures, but this requires additional training as the cooking techniques are just as integral as the monster the parts came from.

Culinary Alchemy (200cp/300cp): Many culinary warriors know that every ingredient and material has some mystical property to it, on their own minor and inconsequential, but when combined with other ingredients or materials in the right way, can bring out magical effects all their own. While this can work with a wide variety of methods and materials, you are most proficient in the creation of magically charged foods and drinks that can carry a wide variety of temporary effects all their own. Meals tend to be long-lasting examples, trading outright potency for extended durations measured in hours or even days. Beverages are closer to traditional potions, offering a quick, immediate effect, like with a healing potion. Snacks, on the other hand, are quick pick-me-ups that are meant to give a balance of potency and duration, lasting longer than a beverage but shorter than a meal. You will start knowing a few recipes but will need to experiment to figure out more. Thankfully, you have a good intuition for these things.

However, some culinary warriors take this ability much, much farther, not content with having to cook the meals directly, they have made modifications to their bodies to accommodate a more potent ability. For an additional 100cp you have gained this same ability, either through modifications to your body or inherent talent. Firstly, your internals are heavily hardened against the harmful effects of what you eat, rendering you immune to poison and acids. Secondly, you have formed a sort of hive mind with your own internal microbiome, allowing you exacting control over your digestive processes through the microbes in your gut, as well as your immune system, giving you exceptional resistance to disease. Lastly, you can separate out and store away specific compounds and nutrients in your digestive system in specialized organs that are designed specifically for this purpose, which you can release to augment your stamina or to aid in healing. All of these traits taken together allow you to recombine the things you have eaten into the same sorts of meals, beverages, and snacks you could have made through normal culinary alchemy, albeit using only what you have eaten and stored up. As an additional bonus, you can produce various gaseous compounds using this method, which you can expel from special channels over your body or from the entrance or exit of your digestive system.

If you also have the Toxic Cuisine perk, you can apply its effects to what you create with this perk, turning them into debuffing effects rather than buffs or healing.

Super Foods (300cp): One of the more potent effects a culinary warrior can have is when they make meals that are so nutrient dense and flavorful that they affect the one eating it on a fundamental level. You are able to create potent meals that can permanently improve on some quality or aspect of an individual in some capacity or another, whether this bolsters them physically, mentally, or spiritually on a general level, if it is focused onto a specific aspect of those aspects, or if it can improve on a specific ability, such as a dragon's fire breath. The better the ingredients and the better made the dish, the better the end results will be.

The meals must be tailored to the individual and the capabilities you want to augment, and each time this is utilized, you must recalibrate to account for their newly improved abilities, making each successive dish more difficult to make and source ingredients for, though this only applies to the base necessary ingredients, if you make the dish perfectly and/or use better ingredients to boost the effects this doesn't make the next dish even harder.

The effects of these are permanent, but you must choose to incorporate these effects into the food when you make it.

If you also have the Culinary Alchemy perk, you can even use this to grant entirely new abilities which would be considered inherent to the individual from that point onwards.

You Are What You Eat (300cp): This is a common saying among culinary warriors, a way to say that you need to put something good into your body if you want to get good results. However, some have taken it a little more literally, changing themselves to reflect what they have eaten. Simply put, you are able to hybridize your base form with that of something you have consumed, taking on aspects and characteristics of whatever you ate, be that the photosynthetic capabilities of an herb or the horns of a bull, often with exaggerated capabilities compared to the real deal, taking more from them than they otherwise would have.

By default, you can only utilize the physical and biological characteristics of what you have eaten within the last 24 hours for this ability, however, with practice, you may be able to reach farther and farther back, manifest innate supernatural characteristics, or even go into the more metaphorical capabilities, such as a fox granting you enhanced intelligence and cunning while it is in use, though this would potentially require you to actually invest energy into the transformation to do so.

If you also have the Savor the Taste perk, you can retain up to five samples of what you have eaten to use with this perk, this is in addition to the slots you have from Savor the Taste.

If you also have the Super Foods perk, you can make work towards making these hybridizations permanent through a careful diet that emphasizes whatever it is you want to hybridize with.

When Life Gives You Lemons (300cp): Sometimes, you just can't get the best ingredients and have to deal with what you can get, no matter how subpar it may be, however, some culinary warriors have developed a technique to overcome this limitation. You have the ability to take two similar ingredients or materials and merge them together to create a higher quality version of the ingredient, taking the best part of each of the ingredients in question to make something that is overall of a higher quality than what you started with. The closer the two ingredients are to each other, the easier they are to combine. These need not be raw materials, a knife could be utilized for this effect.

It is, however, possible to combine ingredients or materials that have a greater disparity, such as taking a tomato and an orange and fusing them together, though this is exceptionally difficult to accomplish and the final product will be vastly different than fusing similar ingredients. Using this ability in this way changes the properties of the resulting ingredient or material rather than increasing the quality, often with unexpected results. These fusions, if some form of plant, will be sterile and incapable of reproducing or growing.

Spirit of the Kitchen (300cp): An old practice was to sacrifice food to the spirits or gods of the world in hopes of bringing good fortunes to the one doing the sacrifice. Culinary warriors used to do so as well, however, they found that they had greater success and could use it to do far more than just bring good fortunes. You possess the ability to "feed" any meal you create to virtually anything, be it a spirit, an object, a concept, a creature that normally lacks the ability to eat, or even the land itself.

Feeding something alive a meal through this ability will grant it all the benefits of that meal normally, as if they had a full digestive system and could make use of the food normally, though this does not produce waste unless they would normally. This can also be used by yourself if you are unable to otherwise eat something for any reason.

Feeding something nonliving a meal through this ability, however, infuses it with the capacity to grow to a degree, based on the meal itself, which you or the one eating it may be able to direct towards specific ends, such as making the land more fertile. However, this requires upkeep as it is used up over time.

If you also have the Super Foods perk, the benefits for inanimate objects, places, and the land can actually become permanent over time, leaving behind some of the benefits. If fed a meal prepared with Super Foods, the effects are amplified even further.

A Heroes' Feast (300cp): When you share a meal with your allies and friends, you make it easier to build a deeper feeling of comradery between yourself and them and any participating in the meal are revitalized and will quickly heal as the food and nutrients are quickly absorbed and used to promote healing. You and the other participants of the meal are able to eat more than your stomachs could normally hold with no negative side effects, even those without a stomach or mouth can potentially share in this meal.

While eating, you and your allies will gain the benefits of training with each other, building up your teamwork and allowing you to learn little tricks from each other as you converse and eat. It also builds up morale and reinforces the will of the individuals involved for a time.

If you have the Gourmand perk, your allies sharing in this meal can benefit from some of the effects, building up the same energy reserve that can be used for the same purposes.

Living Kitchen (300cp): Such an unusual ability. You have found a way to bring a dish to life, changing it from something meant to be consumed and enjoyed into a beast or warrior to fight alongside you. The quality of the ingredients, the skill of the chef, and, to a lesser extent, the equipment available for the cooking process affects the physical, mental, and spiritual strength of the resulting creature, as well as its form and the sorts of abilities they may manifest once given this form of life. Their appearance can range from a human or animals with some accents reminiscent of the dish to turning a bowl of spaghetti and meatballs into the flying spaghetti monster.

At first, the creature will be bound to you or the creator of the dish, but you are able to relinquish this bond to allow them to be their own entity. While bound, the creature cannot easily be killed and will condense into an easily portable form (such as a card or bowl) in your possession, only destroying this condensed form will kill the creature while it is so bound. It takes time and some ingredients to heal the creature.

It is possible to improve on a creature by adding new components that fit with the base dish, such as fried rice having shrimp added into it. This will potentially open up new abilities. Using the wrong foods can have negative consequences and even lead to the creature going berserk due to the clashing elements.

If a creature created by this perk is no longer bound to you and you convince them, they can be imported as companions on your journey through the chain.

Pantry Armory (300cp): When the tools you can obtain aren't up to your standards, what choice do you have but to make your own? And when mundane tools are not enough, well, you've got a trick for that. You have learned the unorthodox, and often frowned upon, process of turning a dish into a tool of culinary warfare, converting the food into a tool or enchantment based on the ingredients used and the processes of the cooking itself. Indigestible ingredients, such as iron powder or wood shavings, as well as purely magical processes such as those used in the Arcane Cuisine perk, can be incorporated into a meal specifically designed for use with this perk, resulting in a stronger, more stable tool.

The resulting tools can range from kitchen equipment to weapons of nearly any sort to shields or pieces of armor, with a great many enchantments based on what ingredients were used and how they were incorporated into the dish. Once a dish is transformed into a tool in this way, it cannot be returned to its original dish form. However, like with the Living Kitchen perk, they can be stored in a smaller, transport form.

Ages Like Wine (300cp): Whenever you make something, regardless of what that something may be, you find that, as time goes on, it seems to simply get a bit better, slowly, almost glacially so, but steadily. Given years of this, a simple healing potion that would just reduce bruising could start to close gashes, and given a few centuries of aging, may even be able to heal even grievous injuries, regenerating whole limbs. This applies to more than just potions, however, anything you create will express this characteristic and improve overtime. And if actively used, they may grow even faster, so long as they are not consumed in that use. Such items also never decay or spoil unless designed to do so. You can choose not to apply this perk's effects to an object as you are making it and will subconsciously forgo it when you want to, even if you would forget to make the choice in the moment.

Energy Eater (300cp): You possess an incredibly rare and versatile trait, the ability to sense and consume energy directly. This perk comes in two main parts: The ability to sense energy and the ability to consume it.

First is your ability to sense energy. To start with, you can sense metabolic and caloric energy within a fairly small range of about 100 meters around yourself, giving you a sense of where living things and potential sources of food are within this range. Over time, you can develop the ability to sense other forms of energy you encounter, such as heat, electrical, sound, or even magical and emotional energies, as well as increasing the range at which you can sense these energies.

Second is your ability to consume energy. To start, you can slowly draw in energy you can sense from a source within a short distance of yourself, rough a meter, taking it in where you can add it to your own energy reserves. These energies, initially, are converted to caloric energy that can aid in sustaining your body, even taking care of the various nutrients beyond simple calories you need. You could sustain yourself entirely off of the energies you take in through this perk. With practice, you can increase both the rate and range at which you can draw energy, as well as gain increased control over what happens to these energies when they are consumed, potentially allowing you to store the energy or convert it into other energies.

As a final note: You may be able to leverage these abilities to develop techniques that allow you to manipulate the energy you consume, such as being able to completely swallow an energy beam attack without destabilizing it and being able to regurgitate it as if it were your own attack, either as it is or adding your own energy to it.

You cannot use a Culinary Token to gain this perk.

Cannibal Connoisseur (300cp): A forbidden technique of the culinary warriors, this technique makes it possible to draw out the memories, skills, instincts, and muscle memory of a being through eating their flesh or drinking their blood and benefit from them. A simple lick of the skin is enough to gain some fuzzy recollection of surface level thoughts and memories, increasing in amount and quality as more is consumed.

These are not fully integrated into you to begin with and are separate from yourself, within a sort of mental bubble that you can slowly integrate into yourself, requiring you to sort through them and actually learn how to adapt them to your own use or allow them to filter through slowly over time. Alternatively, you can tap into the bubble and use the skills and memories directly, using up what is within the bubble to immediately access some of what lies within for more immediate benefits, at the cost of it being used up and eventually becoming tapped out.

Carelessly using this technique can result in mental issues or insanity, however, you find that you are immune to such effects due to spending CP or a Token on this option.

You cannot use a Culinary Token to gain this perk.

Fusion Cuisine (500cp): Just like different styles of food can come together to create a harmonic fusion that can taste just as good, if not better, than the original style, your perks and abilities can be fused together to create new perks that carry some of the qualities of the fused perks. You can combine any two perks, powers, or abilities together to create a new effect. You can choose how the two perks, powers, or abilities combine. Once fused together, the perks, powers, and/or abilities cannot be unfused until the end of the current jump. A perk in a fusion cannot be used in another fusion. You cannot fuse your base stats (such as strength, speed, or intelligence). You can combine this perk with other perks if you so choose.

You cannot use a Culinary Token to gain this perk.

Items

You gain two additional Culinary Tokens that can be used in this section only.

Kitchen Essentials (Free): An infinite supply of decent quality flour, sugar, butter, kosher salt, water, baker's yeast, red and white wine vinegar, lemon juice, black and white pepper, red pepper flakes, cayenne pepper, paprika, extra virgin olive oil, canola oil, baking soda, and baking powder. Also comes with a small selection of pots, pans, and basic utensils of middling quality.

A Place in the World (Free/100cp/200cp/300cp): Not so much an item, but not quite a perk either, this option gives you a place in the world. This gives you access to a history in this world, however sparse it may be, along with just enough memories to allow you to fit in and any paperwork necessary to prove you exist in the setting, if that's a thing. However, if you want something more, you can spend additional CP or a token to do so.

For 100cp, you gain access to a small, but comfortable, home, improved knowledge of your starting location, people that you will know and have friendly relations with, and enough of the local currency or resources to get by, along with a job to make more if you are so inclined to such things.

For 200cp, you gain a larger home that is able to house a small family, more knowledge of the world at large, rather than just your starting location, trustworthy friends and allies you can call on for help or favors, a bit more of the local currency, and a source of income that doesn't require you to invest much time, though it isn't entirely passive, needing your input every now and then.

For 300cp or a token, you gain a full on mansion with servants (which will act as followers going forward if you wish), even greater knowledge of the world at large, including the sociopolitical state of the world, a great deal of allies and friends, as well as some measure of political influence, coffers that carry a great deal of starting wealth, and an incredibly reliable source of passive income. This may come with noble title, if you so choose.

Each jump after this one, you can choose to apply these effects to your origin, even drop in if you were to so choose, though this would be limited to more academic knowledge and people that are more contacts or hirelings than proper friends and allies. It is enough, however.

Regardless of what level this is purchased at, you can choose the specifics of your history and origin within the bounds of the tier you purchased.

Culinary Arsenal (100cp): An array of combat ready knives, mallets, hatchets, and similar such weapons as well as a few consumables such as smoke and pepper bombs, throwing syringes that can inject a variety of substances, and even some simple drinks that give a bit of stamina recovery or healing. Restocks weekly and can be upgraded.

Chef's Attire (100cp): An outfit designed to be worn by culinary warriors, it can appear like virtually anything but is naturally self-cleaning and self-repairing, insulates the wearer from diseases and toxins, produces a pleasant scent on demand, and minutely boosts the senses and awareness.

Recipe Cards (100cp): A simple thing, really, this is a box of plain and simple pieces of cardstock with a detailed recipe transcribed on it. Anything you have ever made has a recipe card within this box that you can pull out and reference to help you make it again, not simply food or drink, but anything, giving full on blueprints. Simply having the card on your person will let you reference it mentally without needing to look at it and interrupt your flow. Others can use these recipe cards as well, though it does not actually grant them any of the skill necessary to make what is on the card, they must rely on their own skills. Updates with each new thing you make. You can remove and destroy recipes you don't want to be kept in the box for any reason.

Endless Waterskin (100cp): A very simple item, this is a canteen, waterskin, bottle, thermos, or other such receptacle for liquids that can produce an endless stream of pure, refreshing, and perfectly cool water at a steady rate. The water does not add to the total water of the world, nor does it take it away from one region to move to another, so there's no worry of leaving it open and draining for extended periods. You can apply energy or stamina to this container to imbue the water within with minor magical effects, such as turning it into holy water, though this is temporary, or to increase the flow rate up to the point it can be used like a powerful hose.

Star Booklet (100cp): This small booklet is a guide to the local area, giving insights into the culture, creatures, and cuisine of wherever you find yourself, even if that's in the middle of the wilds. It comes with maps, sites of interest, and what sorts of ingredients and dishes are known in the area. This can even provide insights into the various creatures, point you towards notable individuals, guide you to the best restaurants in the area, and to locations with the best ingredients for purchase.

Brewery (100cp/200cp): A small building that brews a wide variety of spirits, vinegars, beers, wines, and even certain types of sauces, such as soy sauce, for you at a fairly decent quality. It isn't as good as what you can make at your best, but it will scale with your skill as a chef and brewer, particularly if it is making something that you are proficient in making. Fully restocks weekly.

For an additionally 100cp, this can even produce variations that carry a supernatural charge to them, akin to a weaker version of what is on offer with Culinary Alchemy. These can then be used in conjunction with Culinary Alchemy to improve the results. Once more, the quality of these products scales with your skill level.

Kitchen Space (100cp/200cp): An incredibly well equipped kitchen that has all the high quality pots, pans, knives, utensils, and facilities necessary for cooking and baking nearly anything. Comes with simple uniforms for a number of people, with those wearing them gaining a slight improvement to their culinary abilities. The facilities and uniforms will clean and maintain themselves over the course of eight hours after they are no longer being used unless cleaned first.

For an additional 100cp, the kitchen is moved to a pocket dimension you can access at will and force it to overlap with reality. Additionally, you can conjure kitchen equipment and utensils made of magical energy for both easy cooking and for combat.

Cornucopia (100cp/200cp/300cp): A simple spiral cone of woven wicker, this special cornucopia generates a random selection of assorted ingredients each day, all of which are raw but will not spoil, rot, mold, or otherwise go bad for far longer than normal.

For 100cp, the cornucopia will randomly generate mundane ingredients you have encountered before in their rawest and most basic form where they would be edible. This includes cuts of meat, fruits and vegetables, nuts, herbs, eggs, and other simple forms of produce.

For 200cp, you can choose what the cornucopia produces each day and can generate ingredients that are more complex such as cheeses, sausages, jerkies, and the like. It can also produce ingredients you have heard of before, so long as they actually exist.

For 300cp, the cornucopia will generate a small charge over time that can be spent to generate ingredients with supernatural properties or to increase the amount of ingredients you can pull from the cornucopia. You can use your own power to fuel this in place of the charge.

Traveling Tavern (200cp): This is a decently sized carriage designed to be drawn by a single horse, provided with the cart. At least from the outside. The door on the back of the carriage leads to a much larger interior than the outside would suggest, a full tavern complete with a simple kitchen and sleeping quarters for twenty people with comfortable beds on top of the serving area that can easily seat up a few dozen people comfortably. The horse provided with this carriage is phantasmal in nature, and can be summoned without the cart should the need arise.

Support Staff (200cp): An array of ten simplistic homunculi that will perform culinary tasks as if they were extensions of yourself, even allowing you to see, smell, and taste through them. They are nearly useless in a fight and have no will of their own but running them takes no focus from you as they have their own streams of thought you can use while they are active. They cannot stray far from you, only to around a twenty five meters, or they fall dormant, returning to your warehouse or another property you own within 24 hours of going dormant if they are not reclaimed or reactivated before that time. You can allow others to use these homunculi if you so choose and can revoke permissions at will.

Restaurant (200cp): A common venture for pretty much any culinary warrior, you have started up a restaurant that earns you a fairly regular and sizable profit. You do not need to be involved in the running of the restaurant as it is run by competent staff NPCs that can make and serve foods effectively and are linked to you enough to tap into your cooking skill. If you do decide to get involved in running the kitchen here, however, you may earn some fame and lead to boosts in revenue for a time.

If you also have the Kitchen Space item, the restaurant has a copy of the Kitchen Space in itself and, if you have the second tier of Kitchen Space, the NPCs gain some combat skill and can utilize the capabilities of the upgraded Kitchen Space.

If you also have the Traveling Tavern item, you can combine this item into the Traveling Tavern or have it link to it through a portal that allows the kitchen staff to take orders and deliver food for the taverngoers.

Flame Collection (200cp): A collection of magical embers that can ignite into full flame when fed supernatural power. The flames produced are supernatural in nature and can be used to burn away elements within a material or object while leaving the rest of it intact, such as burning away the poison of wolfsbane but leaving the aspect that cures the curse of the werewolf. The embers themselves are only warm to the touch and will not harm the holder when ignited, allowing them to conjure the flames for other purposes as well, such as light, heat, or even self defense. Skilled users have learned to create patterns with the power they feed the flame to control how it manifests. Each ember produces flames with different properties.

Spirit Guide (200cp): You have been haunted by a ghost, but one that has decided they want to be helpful rather than a nuisance. This spiritual entity has knowledge of many techniques and abilities used by culinary warriors and is quite knowledgeable about cooking techniques in general, enough so that he can feed you information about ingredients you encounter and how they may be utilized. They can also help you advance your skills as a culinary warrior, acting as a mentor.

However, that isn't everything they have to offer. This spirit is capable of possessing you, granting you a temporary boost in your capabilities as well as strengthening your soul and spirit, even protecting your soul at a base level. If you are knocked unconscious, the spirit guide can assert some control over your body to get you away from whatever it was that knocked you out.

In future jumps, they will gain additional information about the local power systems and may provide much the same benefit for them as well.

Secret Ingredient (300cp): This item consists of a small box that, when opened, contains a nebulous and undefined “ingredient” that you can add to anything you are making while it is being made. This ingredient has several potential uses, all fueled by its unique property, anything it is incorporated into gains a small pool of potential. This pool of potential can be directed to improve on mundane or supernatural qualities, to substitute for an component that is otherwise missing or lacking in amounts, and/or reduce the negative qualities of the resulting object. The more you use, the greater the pool of potential. This item has a rather limited supply, but replenishes monthly.

Hearthstone (300cp): This item takes the form of a smooth stone that is always warm to the touch and smells faintly of smoke and warm spices, with a feeling of nostalgia radiating from it. By merging this stone with another item, a process facilitated by the stone itself, you bind the merged item to you. This causes it transform to be as close to a perfect fit for you as that item could be, allows you to summon it to your hand at will, grants it the same fiat backing as items purchased from the jump doc, and grants it the ability to grow through a method of your choosing. Examples of growth methods include killing creatures, linking up with your own growth, or through imbuing it with various ingredients.

The Hearthstone, once merged with an item, cannot be removed until the start of your next jump. Once removed, the previously merged item loses the capacity for growth and cannot be summoned to your hand, but it will retain any and all improvements already made to it. The item retains the protections offered by being purchased from the jump doc even after the Hearthstone is removed.

Finally, the Hearthstone can consume meals as though through the Spirit of the Kitchen perk, improving the Hearthstone itself. Strengthening the Hearthstone in this way allows the item it is fused with to take on some of that strength and bestow it onto the item it is merged, but only so long as the Hearthstone is fused with it.

You may purchase this item multiple times.

Ancient Altar (300cp): A stone altar that is in some out of the way place only you seem to be able to find or hidden on one of your properties that no one else ever seems to be able to find. Within this altar is a nebulous entity with some real power, whether it's a forgotten a divine power, an eldritch entity, a demon of some description, the spirit of a powerful being, or something else does not matter, it is locked within this altar and can only interact through it.

You are able to interact with the spirit within the altar by giving it some form of offering, whether you just sacrifice some of your time to speak to it, leave tithes of food and goods, offer prayers and faith, or sacrifice living beings to the being within. Your offerings may result in you receiving boons from the being within the altar, be they minor blessings, knowledge of various powers you can make use of, imparting a blessing to an object you can use, or giving you visions, and this is by no means an exhaustive list. The greater the tithe offered to the altar, the greater the boons, with great offerings potentially giving you permanent boons.

These tithes will give the entity within the altar back some of its old strength, allowing it to more directly interact and communicate back with you. As it increases in power, it can offer greater boons or may grant you a favor you can use to call on its divine intervention in the form of a miracle. Its growth is, however, incredibly slow, potentially requiring several decades for direct communication.

As you are the only one able to interact and empower the entity, it will never betray you and has complete loyalty to you. It will only intervene on your behalf if you directly request its aid. In future jumps, you can always find another shrine to this being somewhere in the forgotten reaches of that jump. You always know where to find it the moment you think about it.

You cannot use a Culinary Token to gain this item.

The Cook Book (300cp): A book on the arts used by the culinary warriors, both in their cooking and combat abilities. Someone reading this book will allow a person to develop a small array of abilities similar to those presented in this document. Alternatively, you can cause the book to disintegrate and allow various people throughout the setting to benefit from the effects of reading this book. If you do, you'll get a new one at the start of your next jump.

You cannot use a Culinary Token to gain this item.

Strange Fruit (300cp/500cp): This is a fruit that resembles a normal fruit, but with an unusual color and covered in odd patterns. The fruit contains an unusual power that alters the body of the one to consume it, imbuing them with a property or concept that allows them to unlock a variety of themed powers. For example, someone with the properties of rubber may be able to stretch and distort their body in a number of ways, gain an immunity to electricity, and become resistant to blunt force attacks while another with the nature of a wolf would allow the eater to take on the traits and characteristics of a wolf akin to a lycanthrope.

For this initial fruit, you can choose what concept or property it grants, however, all future ones are semi-random, imbued with a concept or property at random, though you can choose to recall any fruit that has been left behind in a previous jump or that has been destroyed.

You gain a new fruit every ten years (or at the start of each jump, whichever comes first). If, however, you pay an additional 200cp, you will instead gain a large tree that will produce up to ten fruits of this sort at the same rate. One fruit in each of these groups of ten will be a blank fruit that can be imbued with a property or concept when it is picked, always being white and unpattered until imbued, at which point they shift to a new color and pattern.

An individual can only ever benefit from a single fruit as they clash, eating a second fruit replaces the previous one. This may be able to be overcome with the right perk(s).

A single fruit, with no replenishment, can be purchased with a Token, otherwise, **you cannot use a Culinary Token to gain this item.**

Companions

You may spend your Culinary Tokens to gain +100cp per token that can be spent on this section only.

Recruit Anyone (Free): Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import (50cp): You can import a companion, and they'll get 600cp to spend. They also get the 4 Culinary Tokens, same as you got. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

Fellow Culinary Warrior (50cp): This option allows you to create a new companion with 800cp and 5 Culinary Tokens to spend, which can be spent the same as yourself. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along well with you.

Sou Chef (300cp): By taking this option, you are able to import or create a companion that will automatically import each jump going forward, not taking up a companion slot, and gaining 1000cp plus half the CP value of any drawbacks you gain, as well as the full benefits of any stipends (except those that can only be used for purchasing companions) the jump offers, with each import. Any jump that provides a type of token for discounts, including this one, the companion gains the same number as you do. If the companion chooses to stay behind or otherwise does not wish to follow you on your journey, you may select a new companion to benefit from this option. This may only be purchased once.

Drawbacks

Leave When The Story Finishes (+0cp, Toggle): You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay (+50cp): You'll spend 5 more years here. Can be purchased multiple times. Can only provide up to +400cp for an additional 40 years in this jump.

Dulled (+50cp): Your senses of smell and taste are significantly reduced, making it difficult for you to enjoy a meal or to cook a meal that others would find palatable as you tend to overseason dishes to compensate for what you lack. A second purchase renders you without a sense of smell and taste entirely.

Lowborn (+50cp): You have little in the way of resources, born and raised on the lowest rungs of society. This will make your time here harder, but it is not insurmountable. An additional purchase will ensure hardships that drain your funds will constantly plague you for your stay, making it even harder to surmount the issues you already face.

Prejudice (+50cp): You will have to deal with a measure of prejudice during your time in this jump, whether due to your gender, your race, or some other quality. This will make your time here harder, but it is not insurmountable. An additional purchase will make this prejudice more intense and lead to some extremists targeting you.

Interesting Times (+100cp): May you live in them. This will make your time here quite a bit more exciting as you will have little time to rest and relax. One event after another will need your attention on a nearly monthly basis. An additional purchase makes this a weekly occurrence and a final purchase makes it nearly daily.

Shortages (+100cp): There is a shortage of a wide array of ingredients for one reason or another, making it difficult for you to get good quality ingredients and making what ingredients remain quite expensive. With an additional purchase, it has become a full blown famine and any food that you do acquire will likely be the target for theft, making it even harder to get a hold of anything.

Intolerance (+100cp): You have several food intolerances and allergies you have to work through. They are not particularly pleasant, but neither are they lethal. An additional purchase makes these reactions and allergies much more severe and life threatening.

Item Lockout (+200cp): Your items and resources from previous jumps are locked for the duration of this jump. A second purchase of this drawback leaves your warehouse similarly inaccessible for the duration of this jump. The second purchase only grants +100cp.

Power Lockout (+200cp): Your perks and powers from previous jumps are locked for the duration of this jump and you are reduced to just your body mod. A second purchase leaves you without your body mod as well. The second purchase only grants +100cp.

Companion Lockout (+200cp): Your companions cannot enter the jump alongside you and are restricted to your warehouse until the jump ends. Companions can still be imported, they just cannot leave the warehouse.

Total Lockout (Special): This drawback can only be taken if you have the Item Lockout, Power Lockout, and Companion Lockout drawbacks. If you do, you gain an additional Culinary Token.

Delayed Gratification (+300cp): You don't get access to any purchases from this jump, save for Culinary Expertise, Hobbyist, Craftsman, Career Path, Combat Skills, Kitchen Essentials, A Place in the World, and whatever freebies you gain from your Culinary Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you only gain the benefits of Culinary Expertise, Hobbyist, Craftsman, Career Path, Combat Skills, Kitchen Essential, A Place in the World, and nothing else. You can still work towards learning the effects of the perks you have purchased.

Rival Culinary Warrior (+300cp): You have an enemy that has a custom build from this doc using 1000cp as well as their own set of Culinary Tokens. They don't like you and want to defeat you, though they don't necessarily want to kill you. Additional purchases can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

Renown (+300cp): Your abilities and skills don't stay a secret for long, everyone knows what you are capable of and it is easy for your enemies to find out the specifics. An additional purchase gives them a complete dossier of your abilities.

Food Wars (+400cp/+600cp/+800cp): A war is brewing on the horizon as various factions clash and tensions rise ever higher, it will come, and when it does, every warrior available will be expected to contribute on the front lines if it is possible to do so. You are a prime candidate and will be brought to the front unless you can find a way to avoid it. And should you find yourself on the front, well, you'll find the fighting doesn't care so much about your neutrality or allegiance.

For an additional 200cp, you are already in the war, whether as a fighter or a chef bolstering the troops, and the war has taken hold from the very beginning. You will be entrenched and expected to provide as much support as possible against the forces of your foes, along with the other culinary warriors and common soldiers.

For an additional 200cp, separate from the option above, you are being hunted by all sides of this war for their own purposes, maybe you are considered a valuable asset, maybe they think you a war criminal or traitor, whatever the reason, you must evade them.

Choices

Now at the end of the jump you have one final choice to make... do you go **Home**, do you **Stay**, or do you **Move On** to your next jump?

Notes

As with all of [My Generic Jumps](#), you can import items from past jumps into similar items you purchase here.

As with all of [My Generic Jumps](#), if you have questions about specifics, just use what is narratively appropriate for your story, this is a generic jump and it is meant to be flexible and open ended for interpretation by the Benefactor for the story, and thus the writer of the story.

This jump is inspired by the Cooking Savant perk from the Bloodstained Ritual of the Night jump.

On the Strange Fruit: Yes, this is a devil fruit expy.