

Generic Buffet

The smell of a variety of food, the clattering of plates, and the dull murmuring of the other patrons. Welcome to a world that might be much like the one you originally inhabited, but with the twist that it has a worldwide and historically rooted adoration with the concept of the buffet.

Buffets, in short, are the laying out of masses of food for those eating to serve themselves from. This can take many forms, from the continental breakfast and all-you-can-eat restaurants to events, festivals, and celebrations in all manner of executions.

Here, instead of cooking this food, the intent is for you to be on the other side of the counter. Spend the next decade pigging out and generally doing whatever else you want between meals.

[+1000=1000]

Starting Body, Time, & Place:

You may freely take on any form for this jump and it will be treated as normal by anyone else. If you create a new form here, you may split it off into a new alt-form, use it to augment the look of another alt-form, or apply it to your body mod.

You may also start anywhere and any when, buffets are eternal and everywhere here. By default, this is a generic modern planet Earth, but this is freely changeable with toggles.

Insert:

By default, you are a Drop-In with all paperwork provided for.

If this doesn't interest you, than you may instead choose a personage and/or backstory that you'll insert into instead.

Toggles:

Supplement Mode: As previously said, by default this jump is a generic modern Earth, instead you may use this doc as a supplement either for another jump-doc or an established story/setting that lacks a doc.

Setting Variation: If you want to stick with a generic modern Earth instead, this toggle allows you to change it into a place more aligned to your interests. Freely alter anything about this Earth. You may even, shock of shocks, remove or tone down the level of devotion this place shows buffets if you so wish.

Stay Length: By default you'll be staying here for the standard decade. This toggle instead lets you decide how long you'll stay. You may either choose the exact length now, pick a condition(s) to end on, or allow yourself to choose when you want to leave during the jump. Any choice you make here will still be subject to if you use the **Length of Stay** drawback.

Food Change-Up: This toggle allows you to randomize or change-up the food for the entire world. This is about as free as you could interpret it. Make certain styles or items more popular, have entirely unheard-of ingredients exist, new combinations, different cultures and nations championing entirely different styles. Even more so than **Setting Variation** this is intended to explicitly allow you to customize this setting's food to your desires.

Perks:

(This is a Supermarket Style doc. So all these perks will cost the same)
(You may take 4 perks for free)

Safe to Eat [-100]

There are many dangers that foods might pose to a person, from disease and poison to allergy and temperature.

This perk ensures that food will never pose a physical threat in the short or long term towards you; essentially removing any allergy you might have and

allowing you to pull a hot slice of pizza out the oven with your bare hands and take a bite.

It'll still hurt for a second since this perk doesn't stop pain or discomfort, but you can go right back in for another one.

No Tears [-100]

The corollary to the one above. This perk will make it so you won't suffer discomfort or pain from foodstuffs interacting with your body. Whether it be from taste, temp, spice, or whatever else.

Won't stop injury or harm without the perk above.

All You can Eat (or not) [-100]

This perk uncaps your stomach, essentially adding an infinite number of mythical second stomachs for you to fill.

You also no longer need to eat or drink and can safely exist healthily without any form of sustenance.

Without the perk bellow you'll still have a normal sense of appetite, but you can easily eat more or less than your body is telling you you can/must.

Appetite Control [-100]

The twin to the one above, this allows you full control over your appetite. You can turn off your hunger for food or turn it up so far that anything would be able to pass your tongue.

This does not affect your actual physical needs without the perk above, but you can at least switch off those hunger pangs if needs be.

Healthier than it Looks [-100]

There's liable to be quite a lot of food that's not exactly nutritionally balanced for your needs. This perk ensures that anything you eat will be consumed into your body as if it was the ideal balance for your health or ideal body shape.

Even a pure diet of fried twinkies could make you as healthy or more so than a finely controlled and executed dietary plan.

Made with Love and Care [-100]

This business can be a thankless job, but at its best it's a labor of love. Now any meal made for you is crafted, handled, and delivered with the utmost of skill, attention, and care those involved have.

This activates before you even know you're going there, with the staff unconsciously changing things as early as it would affect your meal. Meaning they might clean up and prep food better or at all where they otherwise might've let it slip through the cracks.

Overall, you'll arrive already to find a much better reception and spread laid out than you would've otherwise.

Accident Guard [-100]

Isn't it just the worst to grab a plate full of food or get your drink, only to knock into it or move wrong and lose it all?

This perk ensures that you will not make a mistake like this, and also won't be the victim of someone else accidentally hitting into you or your food in some way.

Also protects you from injuring yourself while eating, such as by biting your cheek or nicking yourself with a knife.

Eye for Quality [-100]

Even the highest of high-quality places will still have some variation from item to item, station to station, night to night, and staff member to staff member.

This perk gives you a sixth sense that allows you to understand which food items are best at the moment, and even which individual pieces would be the one you should pick for your taste.

Harder, Bigger, Faster, Stronger Bite [-100]

The mouth, one of the key parts of the factory that is your body. We can rebuild it into an entirely new beast of eating.

First off, you can almost unhinge your jaw now, allowing you to take a bite from even the most comically tall of food, such as an overly stuffed sandwich.

Next, you can easily bite and chew through the most tough or hard of foods, making stuff like crusty bread or sticky taffy feel more akin to your own desired texture for ease of eating.

Lastly, you not only have perfect dental health indefinitely, but can chew as fast and as long as you want with no fear of soreness paining you.

Atmosphere Boost [-100]

Let's be honest here, even the best buffet isn't going to match up to what your tastes might be, or maybe you just want your surroundings to meet unrealistic standards set by different pieces of media.

Now you can influence your own perception of the world to match any desired genre, aesthetic, or style. You could make that downtown ramen shop moody and calming with the neon lights blaring while you hear rain pouring down, or make a dingy, empty mall feel bright and full of life.

Moment of Happiness [-100]

Ever felt something wonderful or basked in a feeling, only for that fleeting instant to pass far too quickly?

You can now savor a moment for much longer, dragging out your subjective experience for as long as you desire. This could be used for enjoying an especially nice bite a little longer, or if your surroundings are making you feel good stretch that out until you're satisfied.

Cannot be used for fighting or action as a pseudo-bullet time.

Quick Technique [-100]

Not all eating is the same, and you're not here just to eat but to eat as fast as you can!

This perk gives you great instincts and timing when it comes to eating. Allowing you to do things like eat food much quicker (like professional level) and have great ability when it comes to the use of any eating utensils.

Slow Technique [-100]

The turtle won the race, no need to speed through a meal and risk disaster messing up the mood of the food.

This perk allows you great technique when carrying plates, platters, cups, trays, etc. of food, ensuring that even the trickiest and most packed environments won't cause you to drop or spill.

Furthermore, you have great skill when it comes to savoring your food, picking out those “perfect” bites while still enjoying every other bite that bit more.

Regular [-100]

Sometimes you just want to go where everybody knows your name, and they're always glad you came.

When you spend enough time going to the same place and show basic decency and respect, the staff and ownership will be guaranteed to become genuinely friendly in turn, and also become better at their jobs and more competent in general.

In addition, the restaurant will become more successful and be a better environment for both those eating and working there.

Experimental Taste [-100]

There are a variety of foods you'll be able to sample throughout your time here, so why don't you try and enjoy them?

The first time you try out some new food (whether it be a menu item, cuisine, restaurant, etc.), you'll receive the ideal or best embodiment of it, contextual to what's new about it and within the upper bounds of skill from those making it.

This essentially is good for both figuring out if you like a dish without worrying about poor quality muddying your thoughts, and to incentivize trying a variety of different foods as you'll be getting at minimum a very well-made meal.

Cleanly Eater [-100]

This is a very straightforward one, you are now incredibly neat and tidy in how you eat, not smearing sauce on your face or dripping on your clothes.

Furthermore, this gives you the skill to get every bit of food off your plate, from stripping wings to the bone or sopping up every last drop of sauce. You could leave the plate almost cleaner than you got it with how you'll manage to get every scrap there.

My Dinner with Jumper [-100]

What's dinner without some good company? You'll find that whenever you eat with other people or another person you have really good conversations. You'll

never run out of topics everyone would be happy to chat about, awkward moments either are avoided or passed over quickly, and the flow is such that everyone gets a word in without interruptions.

Also makes it so the noise of you chewing is much quieter and you can speak much more clearly with your mouth full.

Focus on the Task at Hand! [-100]

There are so many distractions around when you're just here to eat! Now you can shut out and ignore anything beyond the meal at hand. The fire alarm could be going off while the most annoying music in the world is playing and the guy at the next table is coughing; and you'd be able to keep on enjoying your food without being disturbed by any of that.

Of course, you'll still be aware should there be something that requires your attention or you'd like to remain cognizant of, like if a staff member or friend approaches you, there's a schedule you need to stick to, or if there is an actual fire raging or some other danger.

Items:

(You may Take 4 Items for Free)

(You may freely import or incorporate any of these items into others you own of a similar type)

(All is fiat backed to not be lost/stolen, break, get dirty, or run out of power; when applicable)

(Items that may take the form of apps can be freely moved or copied between any device)

Free Food Gold Card [-100]

The gold standard (heh) item for your stay here. This card will be accepted at any location that sells food. It covers the cost for the meal, tax, tip, and any other associated costs. May take the form of whatever payment would be most natural for the business to process

Food Search Assistant [-100]

For when your craving something but don't know where to go. This can take the form of an app, map, or other similar things. It's a completely comprehensive system that gives you both the full range of dining options on the planet, but also

has incredibly robust search and organization functionality to facilitate finding places that would appeal to your palate, wants, and/or cravings.

Food Review Log [-100]

The twin to the item above, taking the form of an app, journal, etc. This covers the other end of things, generating a complete review of your experience, opinions, etc, after any meal you eat. This can be adjusted to be as detailed or simple as you desire and also comes with strong search/organizational features to quickly let you consult your thoughts on past meals.

Perfect Serving and Eating Tool/Utensil [-100]

The holy grail, near literally in this case, for your dining experience. This item takes the form of a golden spork by default, but shape-shifts to accommodate whatever purpose (eating wise) you need at the moment. From tongs, knives, chopsticks, specific styles of forks or spoons, etc. It won't let food slip from its grasp and always grabs the exact portion you desire. Can be used in any restaurant without issue.

Ultimate Take-Out Container [-100]

While not usually applicable for buffets, take-out is usually a must and might be especially desired during your time here. This item takes the form of an endless bag with all the bells and whistles that that usually entails (time lock, organization, etc.), but there's a special feature here.

It actively works on the food to de-age or speed up the aging to reach your desired form of the food while not impacting the safety or other unintended aspects that this might entail.

You can pull an endless amount of to-go containers from here in your desired style, and then just put them back in the bag once you got your leftovers packed in.

Endlessly Expansive Plate & Bowl [-100]

The dreaded scourge of getting up for seconds is no longer a burden you must bear. This item takes the form of a plate and bowl that can fit any amount of food on/in them without the risk of weight bogging it down or running out of space.

Visually it's as if the food shrinks down to accommodate more being added, but you may also focus on area to seemingly grow back to normal size for a less trippy experience. You can also go the other way, growing this bigger/wider to accommodate any amount put on it, although this is certainly the more unwieldy options. And of course, you could use both at once to find the right middle ground.

Accepted at any restaurant for you to use. They may both look like however you want and you can change their looks whenever you want to.

Endless Refill Cup [-100]

You've beaten the system! When you fill this cup, it remains the exact same until you desire a change, such as wanting the ice to melt a bit or desiring this effect to pause so you can finish this cup off and change what your drinking. The outside won't feel too hot or cold to the touch. Works for any liquid you can drink, ignores blocks such as rfid, accepted at any restaurant.

This cup may look however you want it to, and you can change it's looks whenever you want to.

Chauffeur 3000 [-100]

The ultimate in driver technology. You can freely install this item in any vehicle you own, or should you lack one or access to one at the time, can instead take the form of a taxi you call up wherein a suitable ride will pop into existence.

Either way your driver will have the utmost skill in driving, guaranteed to never crash (on accident), give you a smooth ride even on rough terrain, and will take the route you'd most desire to your destination.

The driver itself can either be a non-corporeal AI or take a form you dictate, and also may be silent or be given a personality of your desire; including of course imitating any fictional character with convincingly realistic accuracy.

Personal Mobile Hotel [-100]

Sometimes, you're not looking for the lap of luxury or some place to set down roots; you're just looking for a place to sleep and eat. This item is a key card that can be used on any door to open into a new pocket-dimension completely separate from your warehouse.

This new dimension usually takes the form of a simple 3 room hotel; a bedroom, bathroom, and dining area. Everything will be just to your liking and can expand to accommodate more people if need be.

The dining area will contain a continental breakfast containing all the desired breakfast items you or others you bring in could want at an acceptable quality.

Every room tidies and cleans itself up every time you exit it.

Relax Wear [-100]

They say dress for the job you want, and if you're here than you probably don't want a job right now. This is a closet full of clothes that fit what you'd desire out of travel, vacation, relaxing, or otherwise comfortable clothing for every occasion.

If you purchase **Personal Mobile Hotel** as well, than this item is doubled and you'll get another unique closet full of clothing in this style in your hotel room.

Event Invitations [-100]

Why stick to the commercial sector when there's so many feasts, festivals, and events you might be missing out on? This is an invitation you'll receive through, text, email, snail-mail, or other forms of written communication available. Each day you will get sent a new invite to a local event, private or public, which might interest you. Food is not required to be a part of it should you not desire such an aspect to be needed. Your presence will not be noticed as odd or worrying to anyone should it be a private affair.

Alternatively, if you skip out on the suggested even, you may use this as a blank cheque to enter any other invite only affair happening that day.

Exhibition Hall [-100]

A large and fancy looking hall that adapts to achieve the ideal atmosphere and vibes for whatever it is used for. Furnishings or other details like windows can automatically pop-up or change depending on the desired designs in place if used for a particular event or occasion. Can accommodate any number of people comfortably.

The door to this space can be put down anywhere separately from the normal warehouse entrance and can be locked out from the rest of the warehouse if open to the public; should you desire.

Table Accommodations for All [-100]

This set of a table and chairs can fit any number of people comfortably. Furthermore, it accommodates each person, looking and feeling however they desire and putting comfortably in arms reach whatever item or food on the table they need. This of course entirely ignores conventional physics. Can also fold up easily into pock size to move around.

Ultimate Buffet!!! [-100]

This is the real gem you might've been looking for. Takes the form of a line of serving stations that may be put anywhere in your warehouse or imported to and from any property you own.

Any food item that you or anyone using this buffet has eaten, cooked, observed, read about, heard of, had a sample of, or otherwise any food there's some connection too will be added as a possible dish that you may put out into this buffet.

These stations will provide the food exactly how the person eating desires and is immune to any negative degradation or detriment usually present for this style of service. Refills automatically, you can freely decide what the options available are or even set it to individually present options for every single person eating from it.

Drawbacks:

Length of Stay [+100/+X00]

Just as it says, for every 10 years you add onto your stay here you'll gain +100 points.

Every Meal a Buffet! [+100]

You may only eat at buffets for the duration of this jump. Lucky you this place is just stuffed to the gills with them!

On the Road Again [+100]

For the duration of this jump you have to be on a constant road trip, only living on the road and only stopping to enjoy the sites or drop things off at “home”.

Spicy Roulette [+100]

I see, want to up the stakes a little bit? Every time you eat an item of food there is a 1/1000 chance it will be incredibly spicy, ignoring any defense, fiat or natural, you otherwise would have towards the heat. To be fair this can't proc more than once a day.

Incompetent Chef [+100]

For the duration of this jump you will be a horrible cook on par with the comical types in media who could turn an egg and tomato into black bubbling sludge. You can still manage reheating food well enough, but besides that good luck eating in!

“Reasonable” Portions [+100]

This jump hardly takes into consideration portion control. This drawback mandates that you'll always eat either more or less than you want to. This will only be by enough to be a bit annoying, disappointing, or uncomfortable, but not actively detrimental to the meal or your health.

Solo/Group Dining [+100]

Depending on your desire for company with a meal, you'll need to do the exact opposite. Want to eat alone? Here comes a crowd you need to sit with. Sit down to eat with someone else? Then suddenly they find they can't, and you're left all on your own. You get the idea.

Warehouse Lock-Out [+100]

You will lose access to your warehouse for the duration of this jump.

Item Lock-Out [+100/+200]

For however long you stay here, you will lose access to your items not from this Jump.

For an additional +100 you will also lose access to any item bought from this document as well.

Perk/Power Lock-Out [+100/+200]

For however long you stay here, you will lose access to any perk or power not from this jump.

For an additional +100 you will also lose access to any perk or power bought from this document as well.

Memory Erasure [+100/+200]

For +100 you will forget all your memories since you started jumping for the duration of this jump.

For an additional +100 you'll instead lose all memories (with only those remaining that you need to function depending on your personage & background story for this jump) for the duration of this jump.

Ending:

Departure

Next!: Alright, it's been fun but time for your next great adventure!

Another Bite...: For those foodies who already find they have everything they could want here. Stay and bask in the buffet paradise.

Too Stuffed: Full? Ready to head home? Sounds good.

Notes:

• **Version 1.0:** 9/17/2022
-First Release