

Welcome to Paell, a small town full of friendly locals. A young catgirl named Pom has been away from Paell for some time, building renown as an adventurer, before her parents call her back home for a visit. Whether due to poor planning or willful negligence, they are gone before she even arrives, embarking on a guided tour around the world. This leaves Pom to manage The Potato Palace, their family restaurant, all on her own. In the process, she is forced by the tax office to take full responsibility for her parents' several debts.

To make matters worse, her parents didn't leave any contact information for their suppliers. Luckily, Pom is able to put her adventuring skills to use by delving into various dungeons and harvesting ingredients from slain monsters.

Even after paying off her parent's debts, Pom ends up picking a fight with the League of Cuisineers. She must then prove her right to stand among their numbers by defeating the best chefs the League has to offer.

You receive **1000 Cuisine Points** to get yourself started. You'll be here for 5 years.

The World of Cuisineer

There are some oddities about this world that may take some explaining.

For starters, all humanoids in this world bear the traits of different animals. The exact ratio of man to beast varies. One person might look like a giant bipedal wolf, while another looks almost entirely human, just with some peacock feathers mixed in with their hair. Whether you have the traits of a defenseless sheep or a mythical dragon, these traits don't appear to pose any notable advantages or disadvantages, physically or socially.

Almost every other aspect of this world ties back to food in some way. All monsters drop cooking ingredients when killed, all magic seems to incorporate food in some fashion, all weapons are oversized cooking utensils or ingredients, even the main elements of this world and the days of the week are named after the different types of flavors.

Outside of the populated areas are four main "dungeons" with vastly different ecosystems and by extension different types of monsters.

- **Green Ruins** - The overgrown remains of an ancient civilization. The verdant ecosystem makes it perfect for a variety of herbivorous or plant-based monsters.
- **Mala Cavern** - A volcanic labyrinth of unknown origins. This harsh ecosystem is well-suited to explosive or fiery monsters (whether in terms of flavor or disposition)
- **Frozen Fjord** - A series of icy valleys that fluctuate between delightful and deadly. This is one of the few places where aquatic or fish-based monsters can be found.
- **Konpeito Swamps** - A swamp filled with acid lakes and carnivorous plants. This environment houses a variety of monsters from drastically different ecosystems.

If you choose the **Monster** origin, you may either inhabit one of these dungeons, or insert a wholly new dungeon into this world, with a theme of your choosing.

Origins

Choose age and gender freely. Any origin can be Drop-In.

Adventurer - Free

Like Pom, you're a free spirit. It's worth mentioning that "adventurer" and "chef" are pretty much synonymous in this world, so don't be surprised if that's how you end up making the bulk of your money. You start in Paell or a similar populated area.

Local - Free

Some people prefer to live their life within the safety of their community. You are a resident of Paell. You could be a craftsman who provides the people with some service, a soldier who protects the peace, or even a noble from a nearby territory.

Tourist - Free

You aren't from around these parts. You could be here on official business, simply visiting on vacation, or perhaps you're another traveling merchant. Just do your best to not disrespect the local culture. You start in Paell or some nearby town.

Monster - Free

You are one of a wide variety of creatures inhabiting the dungeons. You'll get along fine with other monsters, but most adventurers will attack you on sight. You can be anything from a living tree, an octopus with boxing gloves, a chicken, to a chili pepper with legs.

General Perks

No Origin discounts.

Cutie Pie - Free

Like pretty much everything else in this world, you are absolutely adorable. Whether you're a hulking wolfman or a crab covered in battle scars, there's just something intrinsically cuddlable about you, even as you're trying to breathe fire on your admirers.

Cuisine Craft - Free / 100CP

It should come as no surprise that most people in this world have some degree of cooking ability. You have an intuitive grasp of cooking, but the quality can often depend on the recipes you have available. For **100CP**, you have a true inborn talent for cooking. You have to actively try to make a dish taste bad, and even then you might not succeed.

Happy Birthday - Free for this Jump / 100CP to keep

A unique tradition of Paell. On someone's birthday, it is tradition for them to give out gifts to all their close friends, instead of the other way around. This is often some kind of food or dish. Oddly, nobody seems particularly offended if you never return the favor on your own birthday. By paying for this, this tradition will follow you into future worlds.

Magnetic Attraction - Free for this Jump / 100CP to keep

As long as you are wearing some kind of bag, and said bag has enough free space you can exert an odd invisible force that sucks objects over any distance into this bag. This applies exclusively to objects you personally obtained through destruction or looting. So that could be the logs from a tree you cut down, the tentacle from the monster you killed, the treasure chest you found hidden in a dungeon, etc. Can be toggled at-will.

Substitution - Free for this Jump / 200CP to keep

There only appears to be a few dozen ingredients that can be found in the dungeons, but that doesn't seem to limit the variety of recipes one can make. You can transmute any ingredient into a generic version of itself, which can then be converted into any sufficiently similar mundane ingredient. For instance, you could convert cod into a generic "fish" ingredient, which could then transform into cod, salmon, anchovies, etc. as needed. You could do the same for mushrooms, leafy greens, tentacles, crab, cheese, exotic fruit, etc.

Friendly Fire - Free for this Jump / 500CP to keep

As deadly as it is to adventurers, monsters have no trouble navigating the environment of dungeons. In fact, when ganging up on an adventurer, their attacks seem to harmlessly pass through one another. You benefit from a similar safety net. Your attacks have no effect on those you don't consider enemies. Though, this does require a degree of intentionality. This won't help if you're just swinging blindly in a panic or tossing around explosives without a thought for where they might land.

Spitball - 100CP / 200CP, Exclusive Monsters

Like many monsters, you have some form of ranged attack. By default, this is like the Kailan or Pewtato, able to fire a slow-moving projectile requiring line-of-sight. For an extra **100CP**, this is like the Sweeky or Ice Kube, able to locate and hit a target from multiple rooms away, with or without line-of-sight. Can be enhanced to inflict status effects with **Extra Flavor**.

Weapon Master - 200CP

All weapons of this world have the inherent ability to unleash a powerful magic attack unique to that weapon type. A fish might summon a wave of water to push away enemies, a spatula might summon a giant frying pan to crush enemies, a giant knife may release a long-distance shockwave, etc. These special attacks often require 6-16 seconds to recharge before you can use them again. This applies to all weapons from this world by default, but by purchasing this, any weapon you pick up will have such an attack. The definition of "weapon" for the sake of this perk is quite broad. Swords, guns, knives and the like naturally qualify, but so do beer bottles, pizza cutters, crowbars, live fish, etc.

Boss - 200CP / 300CP

You have the kind of raw power only possessed by the mid-bosses of each dungeon. For starters, your strength, vitality, and agility (relative to your size) are far greater than your peers. With some exertion, you are able to enhance any of your attacks to create shockwaves that are deadly in their own right. Buying this also allows you to provide a colossal buff to one combat-relevant ability or technique bought in this Jump. That said, if you pay an additional **100CP**, your raw might is buffed to the level of a true dungeon boss, allowing you to buff one more ability, or simply provide two buffs to the same ability.

For instance, you could buff **Charge** to give your dash the force of a wrecking ball or even leave after-images. Or buff **Spitball** to make you a walking arsenal of different projectiles like the Artillery Shrimp. You could even buff **Mother Hen** to let you summon dozens of average monsters to your side over the course of a few minutes.

Feel free to use your own imagination to determine how this buff could manifest in other combat-related perks other than the examples given.

Delicious in Dungeon - 400CP

Combat and cooking skills go hand-in-hand in this world. This perk just makes that link official. By taking this, your cooking ability will always scale to be just as incredible as your combat ability, and vice versa. Should you come to excel in one, the other will rise to match. You'll also find yourself naturally talented at combining the two activities, like using cooking utensils as weapons, or harvesting ingredients from the monsters you slay.

Roguelike - 400CP

With this perk active, a hazardous environment or "dungeon" will "refresh" 24 hours after you leave it. This randomizes the layout, but fully restores any enemies, natural resources, and treasures found within. If you hunt an area clean of all life, just drop by the next day, and it'll be like you were never there. This won't duplicate any wholly unique treasures or entities. These "refreshes" have no impact on the wider world.

Adventurer Perks

100 CP Perks free and all others half-off to Adventurers.

Side Dish Quests - 100CP

The best ingredients won't amount to much without the best recipes. You'll find everyone around you has at least one special recipe that they are oddly willing to bestow on you in return for some minor favor. These are relatively mundane dishes, but always unmistakably delicious, even if you received them from a literal child.

Food Fads - 100CP

You have a sixth sense for trends. Whether it's telling with a glance what demographics a certain decoration would appeal to or predicting two months in advance what days a certain ingredient will be in high demand. If you choose, you can have these predictions focus on a creative career other than cooking, like fashion, interior design, painting, etc.

Charge - 200CP

You are able to perform a dash that propels you forward several feet in an instant, allowing you to clear small gaps, avoid traps, and use the momentum to enhance your attacks. There are even enchantments that let you do elemental damage to nearby enemies when you warp. Alternatively, you can enhance your dash into a charge that is more destructive and covers a much greater distance but is somewhat slower and leaves you unable to change directions.

Healthy Appetite - 200CP

Your food isn't just delicious, it provides buffs to those who consume them. All your dishes provide a buff to health, and the potency to elemental abilities the consumer may or may not have. The potency of the buffs and what elements are affected depends on the dish, but you can intuitively sense what buffs a dish will give. These buffs last 24 hours, but do not stack. One will have to wait for the last dish to wear off to gain the full benefits of another.

Interior Design - 400CP

While alone within any property you own, you are able to enter a "design mode". Your body is immobile, but you can telekinetically manipulate any furniture or decorations in the room. Any objects placed in this way are instantly installed. So you can relocate a window or sink with the same ease as a table or chair. You can even summon or store any furniture or decorations from your warehouse in this mode.

Tough Kitty - 400CP

The dungeons are inherently dangerous places, but you make them look like some kind of playground. When you trigger a booby trap, they tend to activate several seconds later than they should. Similarly, natural environmental hazards aren't nearly as deadly as they should be. As long as you don't remain in direct contact for more than a few seconds, things like molten lava or poison swamps won't pose any serious threat to your life.

Local Perks

100 CP Perks free and all others half-off to Locals.

Small Town Pals - 100CP

In any place you call home, you'll quickly build up a strong sense of camaraderie. The locals find it far easier to get along with you and each other. In general, these places are far more welcoming than they have any right to be. Even if you vanish for years without any contact, you can just show up one day, and everyone will act as if you never left.

What Big Ears You Have - 100CP

Word travels fast in a little town like Paell. Similarly, within any community you find yourself in, major news and rumors have a way of reaching your ears before anyone else. If your friend just cleared a dungeon, you'll somehow know before they even get back home to tell anyone. Oddly, this doesn't extend to rumors that directly involve you.

Deadbeat - 200CP

Pom's parents do love their daughter, but they're far from the most responsible parents. Like them, you are a master of pushing off your responsibilities onto others. You could run away on vacation while saddling your daughter with years' worth of debt, only to show up as the secret leader of the organization she was trying to join and run away yet again without explaining anything. Odds are she'd be more confused than actually upset.

Meritocracy - 200CP

For the most part, nobility is inherited, but commoners attaining noble status through hard work is not unprecedented. You'll find that through hard work, you can elevate yourself through even the most corrupt or elitist societies or organizations. While those who prefer their lessers to remain below them can throw obstacles to slow you down, they'll find themselves wholly incapable of halting your progress entirely.

Mixologist - 400CP

You are a master of some relatively mundane craft, such as carpentry, blacksmithing, boba tea making, spice mixing, tailoring, etc. This is to the extent you can mix some magic into your craft of choice. Maybe you can tailor backpacks to be larger on the inside, or your teas double as potions with beneficial effects, or you can use your spices as a catalyst to enchant weapons or armor, etc. Feel free to use your imagination for how this can manifest.

Offscreen Adventure - 400CP

As long as you stay out of the spotlight, you'll find fate dropping one opportunity after another in your lap. You'll run into a legendary mentor, or obtain the map to a lost treasure, or come across a disguised prince in need, etc. As long as you're careful to ensure you don't draw attention to yourself, by the time the public is aware of you, you could already be the leader of a renowned organization like the League of Cuisineers.

Tourist Perks

100 CP Perks free and all others half-off to Tourists.

Stellar Reputation - 100CP

For a restaurant to catch the eye of the League of Cuisineers, they must build a stellar reputation that spreads beyond just their hometown/city. Luckily, your reputation has a way of spreading with ease. If someone enjoys the services you provide, they'll want to tell everyone they know, who will then be inclined to spread the word further

Caravaneer - 100CP

Not everyone has what it takes to live the travelling merchant lifestyle. As long as you travel alone, you have the ability to cover immense distances impossibly fast. You can traverse multiple entire cities and back on a weekly basis and have plenty of time left over for yourself, all while lugging an obscene amount of merchandise stuffed into a tiny cart.

But Not For Me - 200CP

It is frankly absurd the kind of nonsense that Kaviar pulls to keep Pom out of the League. Similarly, you get a ridiculous amount of leeway when it comes to abusing your power in an organization. Whether making completely unreasonable requests from underlings or taking up your coworker's precious time to help you bully a potential entrant. As long as it doesn't interfere majorly with your work, you'll rarely face any kind of reprimand for this.

A Fool And His Money - 200CP

You have the makings of a master scam artist. You have the business savvy to make a fortune through legitimate means, but your true talent lies in convincing people to pay out the nose for gaudy junk. Sure, maybe they don't *need* a gold-plated grand piano, but do they really want to risk others calling them poor? This comes with a talent for making absolutely anything look far more valuable than it actually is for dirt cheap

Prime Cut - 400CP

The League takes pride in only recruiting the best of the best. You'll find you also have little trouble finding and recruiting some of the most exceptional talents in their respective field, assuming another organization hasn't already made a better offer. In addition, you'll find that verbally abusing these recruits only serves to filter the wheat from the chaff, as the true geniuses will not only endure your abuse but use it to push themselves further.

Imported Ingredients - 400CP

You have mastered the magic of creating your own monster arenas. This requires you to create a flawless imitation of a certain environment. Once complete, a new wave of hostile creatures native to that land will spawn each time someone enters. Each wave is more dangerous than the last, but you can wait 24 hours for the difficulty to reset. You are unable to create an area to spawn creatures that do not exist in your current Jump.

Monster Perks

100 CP Perks free and all others half-off to Monsters.

Adaptable - 100CP

Much like the adorable Puffies, you can thrive in just about any environment. Whether it's a verdant jungle, volcanic cavern, arctic wasteland, or toxic swamp, as long as you can survive long enough to adapt, you can grow accustomed to living in all but the most hostile environments. Just don't walk into a pool of lava. That will still kill you.

Big Chicken - 100CP

Chickens are unique in that they are the only monster with any sense of self-preservation. You have an almost psychic sense for whenever one of your species has been killed nearby. Whether you could see or hear it happen is irrelevant. You'll just instinctively know that one of your kind just died, and what direction it happened in.

Extra Flavor - 200CP Per

You are able to manifest some kind of status effect to buff allies or debuff enemies. Examples include aflame, poisoned, frozen, shielded, lightning, sweetened (damage down), push, damage up, speed up, speed down, stun, healing, etc. This can manifest simply in a short range, like breathing fire or creating a ring to buff allies within or even merged with the effects of **Spitball** or **Charge** to inflict this effect through your projectile or dash.

A unique buff is that of the Wild Rice Shaman. Through a ritualistic dance, they can create a magic circle that renders allies who stand in it completely invulnerable. However, the effect wears off almost the instant they leave the circle, and the circle itself can only persist for a minute maximum, or immediately, if the dance is interrupted. If you wish to manifest a similar effect, you'll need to provide similarly strict limitations.

Discounts only apply to the first purchase.

Tiptoes - 200CP

How unfair that only adventurers need to worry about setting off traps. Like most monsters, pressure plates or proximity-based traps simply don't react to you. Now, if a trap has more intricate activation conditions, like pressing a specific button, or some kind of computer ID system, this won't help you. Nor will it stop other people from setting off traps. Still, you can happily skip through a literal minefield without any fear.

Konpeito King - 400CP

Like the chieftain of the Potchers, you have a symbiotic relationship with the mineral known as Konpeito. Despite looking (and tasting) like some kind of candy, these crystals are durable and razor-sharp. You can grow these crystals out of your body at-will, armor yourself with thick Konpeito scales, or shape them into different weapons like blades or caltrops. It only takes a few seconds to grow more, and you can detach them as needed.

Mama Hen - 400CP

You have formed a bond with a particular species of monster of your choosing or design and can summon them at any time to assist you. The strength of this species impacts how frequently you can summon them. For entities like the Potchers, which are strong as the average adventurer, you can only summon two every couple minutes. For small-fries like the Sporelings that go down in 1-2 hits, you only need to wait seconds.

Items & Allies

On discount per price tier. Discounted 100 CP Items are free.
If an item can be taken multiple times, discounts only apply to the first purchase.

Recipes - Free

Seemingly everyone in this world has a couple delicious family recipes. **1-star** dishes are good but not especially life-changing. **2-star** dishes can satisfy all but the pickiest eaters. **3-star** dishes are for those who want to treat themselves to a meal they may never forget. **4-star** dishes are those that nobles will happily pay thousands of gold to try.

Gramophone - Free

A magic gramophone. The magic comes from the fact you don't need physical records. By touching it, you can automatically change the music to any song present in any soundtrack perks you happen to possess. Don't worry if you don't have any, because this also grants you the Cuisineer soundtrack to back your various adventures.

Trash Slot - Free for this Jump / 100CP to keep

A rather peculiar addition. For any storage container or backpack you interact with, a small pocket with the image of a trash can on it will be retroactively installed in it, though only as long as you're using it. Any non-living, non-unique, and all-around insignificant items placed in this pouch will vanish. Where they wind up, if anywhere, is a mystery. Perfect for disposing of uneaten food or clearing out resources you have a surplus of.

Starting Gear - Free / 100CP

A pair of protective gloves and boots, as well as two weapons. Most weapons in this world are some form of cooking appliance, or a food in their own right. Examples include an oversized spatula or meat tenderizer, an assortment of egg timer bombs, salt and pepper shakers modified into gauntlets, an entire swordfish, etc. Ranged weapons replenish after several seconds. You can pay **100CP** for all these weapons to start off fully enchanted to your liking. Though you still need to upgrade them manually. See **Notes** for details.

Companions - 100CP Per

With each purchase, you can create or import a companion into this world with **600CP** to spend. Alternatively, you can receive a slot that can be used to recruit any native of this world as a companion, with their consent. Each purchase after the first doubles the number of companions you may create, import, or recruit.

Friendly Snack - 100CP

You have done the impossible. You have somehow tamed one non-boss monster of your choice into an affectionate pet. They are obedient, friendly, almost dog-like. Whether they're a fire-breathing Cheelee or the punch-happy Oractopus, few would believe they're the same species as one of the violent beasts that inhabit the dungeons.

World Tour - 100CP

Every Jump, you will receive two tickets that allows you and one other to take part in a guided tour around your current world. This is a one-time deal, and you'll likely have to clear up to an entire year on your schedule in order to make time for it. If you miss the departure time, even if only by a few minutes, then the tickets will go to waste.

Travel Guide - 100CP

A journal that seems to magically keep track of anything you'd want it to, without ever needing to pick up a pen yourself. Every letter you receive, every individual you've recently met, basic world info, enemy types, ongoing quests, etc. It also doubles as a recipe book of every dish you know how to make. You never have trouble finding the page you want.

Shop - 200CP

Your own personal shop. This could either be a static building placed in a location of your choosing, or a small mobile stall that you can use to carry your wares from place to place. You may choose the focus of this shop. This has a link to your warehouse that allows you to retrieve or store any wares relevant to this focus without the need to enter your warehouse.

Amulet of Return - 200CP

A magic amulet meant to allow one to return home safely, no matter how deeply they dive into a dungeon. When activating the amulet, one must stand still for 10 uninterrupted seconds, after which they will be warped to the town/village/etc. they consider their home. They will always arrive at night, regardless of the time when they warped.

Dungeon Gate - 200CP Per

Attached to your warehouse is a portal to a dungeon filled with food-based monsters, traps, weapons, and minerals, much like those found in this world. The dungeon is refreshed and randomized whenever you enter, so you'll never have to worry about restraining your hunting. You can choose the theme of this dungeon. Perhaps you want golden fields full of alcohol-themed monsters, a forest full of candy monsters, etc. Should you die while hunting in this dungeon, you will wake up in your bed as if it was all a bad dream.

Adventuring Gear - 200CP

Two handy pieces of equipment for any adventurer. First is a backpack. This bag is far larger on the inside, and anything stored within weighs nothing and never spoils. You could practically carry a whole forest on your back. Second is a belt. This allows you to store up to two weapons you can summon or banish to hammerspace with a thought. This belt also has a slot for storing one boba tea (or just a regular potion). You can pay gold to upgrade this at a tailor, to multiply the capacity of the backpack, and the number of boba slots by four.

Blessings - 400CP

There are three major structures found in dungeons. You will occasionally come across these in future jumps, often within hazardous areas, or those with little civilized presence. **Shrines** will give you divine protection for a few minutes, smiting nearby enemies at random with lasers from the sky. **Fountains** contain a liquid that can be imbibed to heal a significant amount of damage. **Arenas** are small areas where you must fight through two waves of monsters for a treasure chest filled with all manner of weapons, resources, and ingredients. These structures can only be used once every 24 hours.

Territory - 400CP

Whether through merit or birthright, you can count yourself among the upper class of this world. As a noble, you have a territory to call your own, on a similar scale to Paell. You can bring this territory, and even your subjects with you between worlds. Naturally, this grants a significant amount of capital. You could spend thousands of gold every single meal without doing any notable harm to your finances in the long run.

Cooking Stations - 400CP

An assortment of magical cooking stations (see Notes). These allow you to "queue" up recipes, which will then cause the tools to begin moving on their own to prepare the dish identically to how you would. These stations can even summon the necessary ingredients from nearby fridges (though not freezers). You can use gold and raw materials to upgrade these stations and even buy spares wherever cooking appliances are sold. However, there is a limit on how many stations you can have active in a building of a certain size.

Cooking Arena - 400CP

Your own copy of the Cooking Arena used by the League for cooking duels. This contains two sets of premium cooking tools, and four small dungeons based on the environments of the larger dungeons. Entering here will cause two difficult rounds of monsters to spawn. Each time you enter the same dungeon, the monsters get stronger, and even bosses will start to spawn. The idea is to use these monsters for the ingredients needed for the dishes requested by the judges. The arena has seating for an audience of thousands.

League of Cuisineers

For those looking to prove themselves. Must take ***Fickle Finances*** *for no points.*

It would seem that Pom wasn't left completely alone to tend to her parent's business and debts. She had her trusty assistant, you. Are you her sibling? A fellow adventurer? A childhood friend? A childhood crush? It doesn't particularly matter. What does matter is you'll be helping Pom with her efforts to uplift the Potato Palace to its fullest potential. Initially, this only involves paying off her parent's several debts, totaling 82,000 coins.

Seemingly the second this debt is paid, the League of Cuisineers will decide to scout out the Potato Palace. However, the elitist representative Kaviar will waste no time relentlessly belittling everything you and Pom have achieved. One thing leads to another, and a bet will be struck for you to face off against all the best chefs the League has to offer. Only then will you be welcomed as a member. Well, after paying the 120,000 coin entry fee, of course.

You will face four chefs over the course of three rounds in the Cooking Arena. The Arena houses multiple sets of premium cooking equipment, and four small arenas that simulate the ecosystem of the four dungeons. You must slay monsters to gather the ingredients needed to meet the endless stream of requests from the judges before your competitor.

Did I mention that these duels are public? Should you fall in battle or fall behind your competitor, not only will Kaviar be waiting to rub it in your face, your failure will be witnessed by an audience of thousands.

However, should you succeed, an unexpected final challenge will stand before you. You must face the two leaders of the League of Cuisineers in direct combat to prove your worth. These leaders are none other than Pom's own parents. This will never be explained.

These two are strong as any dungeon boss individually, but their flawless teamwork makes them a challenge without equal. They will not pull any punches, but should you prevail, there will be none left who can doubt your competence as a Cuisineer.

Succeed, and your rewards will be simple but deserved.

You will be officially recognized as a respected member of the League of Cuisineers. This reputation will follow you into future worlds. Even if the locals of future worlds should have no clue what a "Cuisineer" even is, they'll intuitively sense the full weight behind that title, bolstering your reputation in matters of gastronomy or dungeon diving.

You even get a big plaque and a cute chef outfit to show off your accomplishment.

Secondly, you may take Pom and Potato Palace with you into future worlds. The restaurant even retains modifications between Jumps. However, you might not want to separate Pom from her loving friends in this world. In that case, you can leave her behind and take solace that the restaurant following you is simply an identical copy of the Potato Palace. Wouldn't want to rob Pom of the restaurant she worked so hard to rebuild.

Thirdly, and perhaps most astoundingly of all, Kaviar will give you a genuine apology for her rudeness. Well, as close to an apology as someone like that can muster. Point is, she'll wholeheartedly acknowledge that she was wrong about you.

Drawbacks

No Drawback cap.

Alektorophobia - +100CP

You had a rather traumatic encounter with one of the dungeon bosses. The mere thought of them makes you tremble, and seeing anything even vaguely associated with them can send you into a panic. Whether that be chickens for the Big Mama Hen, peppers for the Great Ghost Pepper, shellfish for the Artillery Shrimp, pots for the Konpeito King, etc.

Door Mat or Bear Trap - +100CP

You are like Pom, agreeable to the point that people can badmouth you to your face and strongarm you into running errands for them in the same breath. Alternatively, you are like Pom's friend Biscotti, assertive to the point that even some mild taunting can make you lose your temper or agree to bets that are very clearly stacked against you or your friends.

Greater Noble - +100CP

To be clear "greater" refers specifically to mass in this context. You are severely overweight and generally out of shape. You move more slowly and run out of energy sooner. Not only that, you need to consume twice as much as others in order to feel full. I hope you are actually a noble, because otherwise your food expenses could become debilitating.

Undercat - +100CP

For some reason, people tend to hold you to unreasonable standards and be unusually harsh for even the slightest imperfection in whatever you attempt. Any bets you agree to are often stacked against you to an absurd degree, like needing to beat all of an organization's greatest members in duels for them to even consider welcoming you as a member.

On the Lamb - +100CP

You've put up a thick emotional wall between you and the world. Maybe you have a criminal history you want to stay hidden or are traumatized by past betrayals. Whatever the reason, you'll find it difficult to open up enough to form meaningful relationships with others, all while feelings of loneliness and isolation eat away at you.

Age Gap - +100CP / +200CP

You are exceptionally old or young in body and mind. As an elder, you are slow, fragile, and exceptionally forgetful, but also more thoughtful and patient. As a child, you are weak, immature, impatient, and rarely think through the consequences of your actions, but also absurdly energetic and resilient. Receive double points to only receive the downsides.

Fickle Finances - +200CP / +0CP with League of Cuisineers

Like Pom, you just can't catch a break. You start this Jump with a relatively small debt, but as soon as that's paid off, the very next day a significantly larger debt will be revealed, and this pattern will continue until you leave this Jump. If taken with the scenario, the drawback's effects cease once you succeed in joining the League of Cuisineers.

Attack Patterns - +200CP

The bosses of each dungeon might be nigh-unbeatable, if they weren't so predictable. Whether in combat or the kitchen, you take far too long to learn from your mistakes. You never vary up your strategy in combat, you can easily fall for the same scam multiple times, and you'll burn a dish a dozen times before you even think to alter your approach.

Gutless - +200CP, Incompatible with Reckless

You are so cowardly it's impressive. Even the slightest sign of violence in your vicinity will send you into a blind panic that will cause you to run in a random direction without any regard for where you're running to. Even if you can't see it, you can psychically sense if one of your own species is harmed anywhere near you, triggering this same response.

23 Minutes - +200CP

Time appears to be moving abnormally fast for you. Every hour that passes feels more like a minute to you. However, this doesn't alter the amount you need to get done each day. You'll struggle to meet deadlines or be as productive as you might like. Everyone else seems to experience time normally and won't notice anything odd when interacting with you.

Over-Seasoned - +200CP

Whether you're a person or a monster, the opposing group is now powerful enough to slay your kind by the hundred. People rely on dungeons for many valuable resources and most of their food. Severe over/under hunting will have a disastrous impact on the ecosystem of the dungeons, which in turn impacts the society that depends on these dungeons.

Reckless - +300CP, Incompatible with Gutless

Like most monsters (barring the literal chickens) you have no sense of self-preservation. You'll casually walk into lava, or through a poison lake, or into bombs, just because you're too lazy to find a bridge. If you just watched a catgirl pulverize dozens of your fellow monsters with one swing of her giant meat tenderizer, you'll think blindly charging at her is a great plan. I hope you're tough enough to endure this kind of abuse.

Ending

Who will get to experience your culinary talents next?

Refund - Go Home

You've decided to hang up your apron and return back to your home world. Your Chain may be over, but hopefully you'll be leaving with no shortage of happy memories.

Dine In - Stay Here

The promise of power and adventure are worth nothing compared to the smile of a satisfied customer. You're giving up your Chain to spend the remainder of your days here.

Takeout - Move On

Who knows how many worlds are out there, with their own unique ingredients? There's a whole multiverse of hungry customers just waiting for you.

Notes

Jump by **Gene**.

I upload all my completed Jumps to the /tg/ drive. If you see someone complaining about a dead link to one of my Jumps, let them know they should check there first.

The Cuisineer Wiki is pretty sparse in many areas, but the pages on brewing and equipment are notable exceptions. Which is great, since brewing really isn't explained well in-game. While I'm assigning homework, here's a video of all the bosses for those interested.

Regarding Offscreen Adventure:
The final boss of the game is Pom's own parents, who were somehow the leaders of the League of Cuisineers. The main story ends on a cutscene of Pom's parents running off to resume their vacation before Pom can get any semblance of an explanation.

There are lines to suggest the League existed before Pom's parents were members. That, combined with the fact that they're absurdly strong in their own right, the most reasonable assumption is that they once embarked on their own adventure just as, if not more exciting to Pom's, but somehow they didn't attract even a fraction of the attention, since not even League members like Kaviar was aware of their identities.

Regarding Starting Gear:
It's not hard to get any weapon you want in any dungeon, but there are countless different enchantments, and each weapon can have up to two, so getting the item you want with the perfect combination of enchantments is less likely. You have a limited ability to modify enchantments through brewing, but that system is almost entirely RNG and gets more expensive with each failed attempt. Most people who take this Jump probably don't care about the minutiae of all the mechanics. That plus-charge is really only there for me to have an excuse to bitch about that annoying mechanic here.

Regarding Cooking Stations:
I'm assuming that the cooking stations you'd be able to acquire in-setting wouldn't function like they do in the game. That's what this option is for.

There are four main types of stations: Pot, Oven, Frying Pan, and Prep Table. Each of these are upgraded through a significant expenditure of gold and raw materials to improve how many recipes you can queue up on a single station, as well as the maximum quality of recipes you can assign to that station. Here's a breakdown for each tier.

As for how many stations you can house in one building, it's hard to say how in-game space translates to real-life measurements, but at the smallest restaurant size, you can only have 1 cooking station. After upgrading the restaurant to maximum, you can have 14 total.

Regarding Cooking Arena vs Dungeon Gate:
You're free to just take the ingredients gathered from the arena for your own purposes, just like the regular dungeons. The main difference is that the actual dungeons are far larger meaning there are far more ingredients for you to gather. The cooking arena doesn't offer any of the special woods or minerals you'd gather from the real thing.

I didn't mention in the fluff, but you aren't limited to the canon dungeons for the Cooking Arena. Feel free to come up with four hypothetical Dungeons for the Arena to emulate.