Toriko Jump

Jump Chain Compliant

Someone once said,
That there are beasts with juicy meat covering their entire bodies that melts as soon as it reaches your tongue...

That there are Omar Lobsters full of meat and King Crab packed with flesh growing out of trees...

That there are amber colored, high quality, and mellow brandy flowing eternally from out of a spring...

Men are fascinated by the yet unknown appetizing tastes...

The Time is the Era of Gourmet
The Era of the Discovery of the Unknown Taste

The planet of *Toriko* is separated into two parts; the Human World and the Gourmet World. The Human World is where modern civilization exists and occupies just 30% of the planet, the rest is the Gourmet World, which is inhospitable to most humans due to the strength of the wild life and extreme climate changes. In the Gourmet Age, which began five centuries ago at the end of the hundred-year war, the taste and texture of food is extremely important. The International Gourmet Organization , or IGO, maintains order and defends civilians from dangerous animals and gourmet criminals. Originally set-up by the United Nations, the IGO is now independent from them and holds more influence as it is composed of 360 nations. They apply a numerical rating from 1 to 100, referred to as Capture Levels , to most ingredients based on the difficulty of acquiring it. The IGO has a group of seven individuals with highly sensitive taste, called the Gourmet 7, or G7, that are in charge of assigning the star ranking of restaurants and the ranking of chefs.

Individuals known as Gourmet Hunters, who have usually trained their abilities to that of superhuman, are regularly hired by restaurants and the rich to seek high-level ingredients and rare animals. Gourmet Revivers are those who dedicate themselves to protecting ingredients from extinction or exhaustion, and who can also arrest people that partake in the transaction of illegal goods or violate poaching laws.

And Chefs are those who prepare and cook these ingredients.

Jump-chan is leaving you here for 10 Years. You Jump in 3 years prior to the start of the show; Year 497.
The current date in recent chapters is the year 504.

Origins
You starting age is 20+1d8 and you are the gender of your last Jump
or
You can pay 100cp to choose a starting age between 10-80 and your Gender.

Drop-in: You are dropped into the world of Toriko already infused with Gourmet Cells. You aren't hindered by them nor do you have any initial advantage with them aside from a small boost to your physical capabilities, recovery speed and minor regeneration. You start with no past and no memories pertaining to the world.

Ingested: (100) You were chosen to become one of the elite and have over several years consumed gourmet cells through the use of pills or treated food. Safest and most stable form but takes more time to grow into your power compared to those injected or born with Gourmet Cells.

Injected: (150) You were chosen or forced to be injected directly with Gourmet Cells. Your body was forced to adapt and evolve in a matter of hours or days instead of years. Most who go through this process die but you survived. A common side-effect of rapid adaptation is bizarre physical mutations potentially leaving you distinctly inhuman looking and with an uncontrollable appetite---possibly even for human flesh.

Born With It: (200) You were born with your Gourmet Cells. One or both of your parents had them and they were passed on to you. You may have also been cloned or born in a lab. They are a part of you and easier to use compared to others. By far the most stable but can still go out of control.

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Gourmet Cells are special, highly adaptive cells first discovered and harvested from the Gourmet Jellyfish by the "Bishokushin" Acacia 605 years ago. The cells have extreme regenerative and strength-enhancing qualities, such that when implanted into the cells of another living thing they can enhance it in various ways. When Gourmet Cells are implanted into an ingredient, for instance, its flavor improves drastically, though it may become more powerful and difficult to capture as well.

An individual's Gourmet cells 'evolve' when they consume delicious foods that suit them and the 'tastes' of the cells; this enhances the strength of the user and their abilities. Certain individuals can also develop new abilities or resistances as a response to harsh new environments, instantly creating adaptations which allow the user to survive. Training one's Gourmet Cells to adapt to a variety of such environments is an integral part of training to survive in the Gourmet World.

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Locations

It is implied that the planet is vastly larger than that of Earth, with continents twice the size of Eurasia making up less than 10% of the planet's surface area.

Gourmet World is the name given to a region consisting of over 70% of the world. In contrast to its relatively hospitable counterpart, the smaller Human World, the Gourmet World exclusively consists of extremely dangerous environments that most humans cannot occupy. The Gourmet World is the home of the world's most powerful wild beasts, often with capture levels much higher than 100, and has extreme climates that change suddenly and can differ greatly within just feet of each other. Indeed, the beasts of the Gourmet World are so powerful that even massive armies and artillery barrages fail to slow them. As a result, only a relative handful of individuals in the entire world are powerful enough to survive there. The only organizations known to be headquartered in the Gourmet World are the mighty criminal enterprise called the Gourmet Corp., and the IGO President's secret elite force of hand-picked civilians, the 0th Biotope.

The Ingredients in the Gourmet World are vastly superior to those of the Human World, such that extremely high-level Gourmet Hunters often have a Full Course Menu consisting exclusively of Gourmet World ingredients. The Full Course ingredients of the legendary Gourmet Hunter Acacia can only be found in the Gourmet World as well. For this reason, beasts from the Gourmet World usually do not bother venturing into the Human World as the food there is comparatively 'bad'.

Entering the Gourmet World is a nearly impossible task whether attempted by land, sea, or air. In the sky, massive walls of impassable cyclones mark the aerial border of the Gourmet World. By sea, the deadly poisonous ocean current "Poison Tide" renders ocean travel impossible. Only the land routes are considered passable. The three land routes that connect to the Gourmet World are Zabel Island's "Waterfall Basin of Life", Yutou Island's "Harbor of Evil Spirits" and the Wak Continent's "Three Way Road".

In the Gourmet World there are eight incredibly strong beasts whose ancestors have lived from ancient times surviving through mass extinction events rivaling creatures and dangerous weather, gaining supremacy over the other beasts of their species and others. They are known as the Eight Kings who rule over the eight continents of the Gourmet World. The Gourmet World enters 'Night' when every single member of the Eight Kings become active, which causes the wild beasts to become stronger and the environment to become harsher.

In Gourmet World money is not a means by which trading is done. Instead a barter system is applied, where one must trade ingredients for food or supplies or any product.

Roll 1d8 to Decide Your Starting Location
or Pay 100cp.

1: **World Kitchen:** The Central Gourmet Wholesale Market, more commonly known as "World

Kitchen" is a massive bazaar with a total area of 3000 hectares where ingredients from all over the world are sold. It's said that the amount of ingredients that arrive each day is over 900,000 tons. It's also said that about one trillion yen are transacted there every day. The bazaar takes place in the Toriko Harbor, named after the bishokuya, Toriko.

2: **Central Human World:** Central Human World's continents resemble those of the real world Earth in position and design but have slightly different outer shapes, formations and terrain, and several hundred million years ago the continents looked even more different than our own with only a passing similarity.

All of these continents appear to be quite verdant or mountainous, and unlike the real world, their northern and southern most continents are not cold or frozen environments due to the planet's overall larger size than the real world Earth.

3: **Northern Wul Continent :** The Northern Wul Continent is the northern half of the Wul Continent and the Human World's third largest continent. It is located 20-30 degrees below the equator, allowing for various climates and environments, ranging from vast tropical forests to massive deserts. It is also located just southwest of the neighboring Wak Continent.

It is a massive landmass with a size of 120 million square meters (roughly twice the size of Eurasia). As mentioned before, much of the Northern Wul Continent's environments are warm climates and are all inhabited by wild beasts and no known human settlements are known or have been mentioned to exist within it. One of its most recognizable regions is the fierce Wul Jungle, filled with countless man-eating plants and other dangerous flora. Growing on the top of the Wul Jungle is the BB Corn, brought over from the Gourmet World and it is one of the few ingredients from there that can be bred within the Human World.

4: **The Wak Continent:** An expanse of land within the Human World that is connected to another continent within the Gourmet World via the treacherous Three Way Road, a small strip of rocky land that acts as a bridge for many dangerous beasts from Gourmet World to enter the Human World. The Wak Continent itself is located just northeast of the neighboring Northern Wul Continent. Aside from the Three Way Road, the Wak Continent is also well known for its famous Sand Garden, a desert kingdom filled with gourmet deserts and one of the "7 Gourmet Wonders", the Gourmet Pyramid.

5: **Sand Garden:** A massive desert region situated atop an isolated table-top mountain in the middle of the Wak Continent's Sand Cloud Valley and it is one of the largest desert regions in the Human World. It is 39,000,000 Sq. Kilometers (approx. 4x the size of the Sahara). The main capital of Sand Garden is the Sand Kingdom and its most notable landmark is the Gourmet Pyramid, one of the "Seven Gourmet Wonders".

Within this desert region are many types of deserts such as "Gourmet Deserts", "Rice Deserts", "Black Sugar Deserts", "Natural Resources Deserts" and "Jewel Deserts". The only way to reach the region, one must take a Lift House to gain access into the area as the Sand Cloud Valley is too deep and turbulent to cross by either land or air.

6: **Yutou Island:** An island located on the far east portion of the borderline that divides the Gourmet World from the Human World and is located just west of Area 8, one of the continents of Gourmet World. It is the location of the Harbor of Evil Spirits which leads into Gourmet World, and it is said to be the third and the most dangerous route into the Gourmet World. The island is a maze which is tough to travel through even when the Mist clears up. It is easier to travel through the Island by following someone who knows the route which leads to the Golden Swamp.

Despite being called an island, it is actually a small continent, but is likely referred to as such due to it being like an island when compared to the humongous continents of Gourmet World.

For being one of the three land routes that leads to the Gourmet World, Yutou Island is likely to be overseen by the IGO's Bureau of Defense Management.

7:**Zabel Island:** A large rocky strip of land located on the borders of the Human World sea in an elevated land area high above the sea level of Gourmet World. While half of it is in the Human World border, the island is actually a part of Area 7, one of the major regions of the Gourmet World.
At its edge where the land area shifts downward is the Waterfall Basin of Life, a large cliff side that acts as the "safest" route into Gourmet World. The island is also the location of the IGO's 18th Barrier, one of the many barriers overseen by the IGO Bureau of Defense Management. Aside from the Waterfall Basin of Life and the 18th Barrier, not much else is seen of Zabel Island and it is unknown if there are any settlements on it.

8: **Free Pick** – Start anywhere in the world. Choose wisely.

Perks and Abilities

Bishokuya: (200 CP)

A Gourmet Hunter, you specialize in hunting down rare ingredients. Due to the difficulties inherent in securing certain ingredients, many have trained their abilities to *superhuman* levels, some of them even possessing Gourmet Cells to do so. Be it unusual displays of strength, phenomenal speed, or unrivaled endurance, these hunters are known for their capacity to surpass any normal, armed human being. While brute force may be the status quo, there are some known for using Knocking and other peaceful methods of collecting their quarry.

Most of these individuals are generally for hire, taking varying fees in exchange for the retrieval of ingredients that would be inaccessible to the contractor under common circumstances. Many of the world's most notable and influential individuals are or were Gourmet Hunters during their life.
To prove their worth, Gourmet Hunters tend to create Full Course Menu's made up of Ingredients they've hunted, so that clients can see how good they are, though this isn't

compulsory. The higher the quality of the Gourmet Hunter's Full Course, the stronger the Gourmet Hunter in question. Gourmet Hunters tend to do their jobs solo, though there are some exceptions. Sometimes groups are formed, though this does not necessarily mean that they work as a team. This also might attract Chefs to which the Gourmet Hunter can form Combo's with.

All Bishokuya starts with peak physical physique for a standard human and a general knowledge of combat skills, survival skills, and hunting skills. You have a license from the IGO to gather ingredients and can go almost anywhere in the Human World to do your job.

Saiseiya: (200 CP)

A protector of ingredients, who tries to prevent them from being exhausted, and in some case, if they possess the skill to do so, revive them.
They have the authority to arrest anyone who over poaches. They are ostensibly neutral when it comes to hunting, choosing to take neither the side of a bishokuya nor a beast if they are in battle, but will step in when an ingredient is being illegally poached, is endangered or if a comrade or civilian is in danger, but if the beast attacking is of an endangered status than the saiseiya can only help with evacuation and protection while only lending side support to a nearby bishokuya.

Saiseiya also have a complex and efficient alert network, that keeps them constantly informed on the latest occurrences or dangers. The alert network even keeps track of all saiseiya and if one is in a critical situation, nearby saiseiya will be alerted and come to their aid, however the full workings of the alert network (such as if it uses technology or natural methods to keep track of saiseiya and news) is not fully known.

All Saiseiya start with peak physical physiques for standard humans and a general knowledge of combat skills, survival skills, and medical skills. You are now part of an organization and can draw upon their resources but are also required to do missions when asked, give aid when prompted and must be willing to drop whatever you are doing at a moments notice to save lives.

Basic Cooking Skills: (Free)

Jumping into a world that revolves almost entire around food without some basic cooking skills would be a horrible idea. This skill covers all the basics and you are now adept at not turning simple meals into charcoal. You can safely boil water, grill meat and bake things.

Crafting: (Discount Drop-In; 100 CP)

You can choose a single craft of your choice to specialize in. Be it crafting the best cooking knives, forging powerful swords, or even creating the strongest kinds of armor fashioned from wild beasts. You now have the skill and know-how to start crafting at a professional level. It will still take you many, many years before you can be called a master though.

Gourmet World Chef: (200 CP)

You now have the know how to cook amazing meals from common ingredients and the

skills to make something from stranger ingredients. Not everyone knows how to prepare Fried Dough Corn, how to butcher a Crab Pig, or bring out of the full flavor of a Seven Flavor Turkey but now you do! You have enough talent to now cook anything found in the Human World and a good chance of cooking anything from the Gourmet World.

After leaving this Jump, this skill gives you a general idea on how to prepare other exotic ingredients and how to cook them.

--Specialized Cooking: (Requires Gourmet World Chef; 150 CP)

You can now choose a specific form of cooking or even a specific type of cooking to become a talented in making. You can only ever choose one specialization to be really good at but it doesn't stop you from learning other kinds of cooking. Options range from the standards like Fried Foods and Desserts to the not so standard like Deep Sea, Poison, and Space Cuisine--a method of cooking that specializes in the preparation of alien ingredients from space.

Specialists will always have a vague sense of how to best prepare their specified form of cooking. Want to fry brandy? You could do it. Want to bake ice? You got an idea.

Food Luck: (Discount Drop In; 200 CP)

The belief of the fortune one can have with ingredients and their daily lives, such as the chances of finding rare ingredients, surviving against nature, or the luck one can have succeeding at a food related event. It also makes an ingredient feel attracted to the user, making it easier to capture it.

Supposedly, Food Luck is indispensable for obtaining GOD.

Food Luck grants a significant increase in luck when dealing with food. You will always stumble upon ingredients when there should be none, find extras in anything you buy, and always have a sense of knowing just how to prepare and cook anything.

The Voice of Ingredients: (Discount Drop In; 200 CP)

Ingredients in the series somehow have a 'will' of sorts. Through currently unexplained phenomena, there have been Ingredients in the series that seem to have a 'voice', which 'calls' for certain people and 'guides' them into how to prepare the Ingredient in question. People who possess the ability to hear the Voice of Ingredients are shown to have an affinity towards Ingredients.

The Ingredients also seem to have 'preferences' for those that eat it as many believe that rather than a Chef choosing the Ingredients, the Ingredients 'choose' the Chef.

Those with Voice of Ingredients will find that ingredients that “speak” to them always are the freshest or well aged, taste better then usual, and so on. This extends to other worlds where ingredient's don't have Voices.

Survival Training: (Discount Bishokuya/Saiseiya; 100 CP)

Cooking is nice and all but it won't help if you can't find anything to cook or live long

enough to cook it. With this perk you can find or make shelter, find and prepare drinkable water, and become capable of foraging for food. This doesn't make it impossible for you to get sick by drinking or eating something bad so be careful.

Knocking Training: (Discount Bishokuya/Saiseiya; 300 CP)

A special, non-lethal method of capturing wild beasts. It generally involves striking the nerves or pressure points that control movement of living creatures with the use of specialized techniques or the use of biodegradable needles fired from various implements known as Knocking Guns, which can paralyze beasts. This way any beast can be transported alive. However, the location of these nerves is different in every species so a great amount of knowledge and experience is required to use Knocking techniques or Knocking Guns effectively.

You have a general knowledge of Knocking and with time and practice can Knock all manner of creatures. You can even using Knocking barehanded if you tried hard enough.

--Knocking Mastery: (Requires Knocking Training; 300 CP)

Decades of Knocking experience are yours to draw on. You now have an in-depth knowledge on Knocking of all the most common creatures and some rare creatures. You can now even use knocking on living organisms with bizarre nervous systems like arthropods.

True Masters of Knocking have even turned it into a form of martial arts and some can even Knock using only sheer intimidation. Its said that the most powerful forms of Knocking even works on the inanimate like natural disasters.

Martial Arts Training: (Free Bishokuya/Saiseiya; 100 CP)

You have training in one of any hundreds of different and mundane martial arts. This covers training in weapons such as the Art of the Draw using a Katana and such martial arts as Kung-Fu.

Hunting Techniques: (Free Bishokuya; 100 CP)

Anyone can kill a beast with a gun or hack apart a foe with their weapons. It takes some skill and finesse to make traps, track a target across difficult terrain, and keep yourself safe.

You learn the basics of tracking through several terrain types, several dozen common kinds of traps such as pit traps and snares, how to craft simple weapons from the natural materials around you, and how to properly gut and skin most types of living creatures.

Medical Training: (Free Saiseiya; 100 CP)

The basics of human anatomy and medical training are yours to utilize. Field Surgery isn't out of the question for you. First Aid is second nature to you and its easier to keep people in tip top shape.

--Gourmet Surgeon: (Requires Medical Training; 300 CP)

Prepping for cooking and prepping for surgery aren't all that dissimilar to you. You stand amongst some of the greatest surgeons in the Human World. Your abilities with a scalpel are second to none. It isn't out of the question for you to be able to perform brain surgery with

nothing but a fork, a pair of chop-sticks, and a napkin with a decent chance at success.

Ingredient Revival: (Discount Saiseiya; 350 CP)

Decades of cloning research and training are now yours to use. You have knowledge on a wide variety of techniques, technologies and miraculous plants, animals and materials that can be used in the revival or cloning of ingredients. This can be used for the temporary revival of dead things or with enough time and the right resources you can bring extinct ingredients back to life be they plant or animal.

With enough practice and the right equipment, its not impossible to start creating new life or even combine various plants and animals into new species.

Dark Techniques: (Discount Gourmet Surgeon; 400 CP)

Kitchen techniques prohibited by the IGO in fear of upsetting the circulation of food, even though it has been mostly used to revitalize humans and beasts for healing purposes.

In order to use these techniques, a Revitalizing Kitchen Knife is required and a near superhuman ability to pass the knife in the gaps between cells without damaging them; someone could use it freely on an ingredient and eat it almost infinitely by restoring it little by little. The techniques can help the regeneration of an ingredient or a creature but can't revitalize dead people or beasts.

Gourmet DJ: (50 CP)

A Gourmet DJ has to have extensive musical knowledge to know which BGM best suits a specific meal and will help to bring maximum comfort and pleasure to the customer when eating. Things like the furnishing, the cutlery, the temperature, the humidity and the BGM all go into account when performing a proper session, as such a Gourmet DJ has to have a vast understanding of these elements as well to be able to create a proper session.

When done right, a session enhances the eating experience greatly, creating the perfect harmony, however it should be noted that not everyone will share the same liking for a Gourmet DJ session, as some tend to find it uncomfortable.

Intimidation: (Discount Drop In; 100 CP)

In a world filled with dangerous beasts there will be times when fighting isn't the best solution. Instead of running away however, you have learned to the power to either convey just how dangerous you are to those around you. Throwing your intent, menacing glares, a wild shout, or maybe just a simple statement is all it takes to show people and beasts you mean business.

This doesn't always mean you can scare away your foes. If something is stronger then you, extremely wild, or possibly lacking in intelligence to know better, your intimidation can fail.

Zen Food Meditation: (Free Ingested; 100 CP)

An exercise in preparing a person's heart to give thanks towards food. First you calm the

heart, then you focus you ears on the palpitations of your own life. The goal of this training is different from real world zen meditation, in which one aims to be "unselfish" or in a state of wanting "nothing". In "Food Honor" this falls under the category of worldly thoughts. Expressing "gratitude" is the foundation of Food Honor. Anything other then "gratitude" will diminish or upset the practitioners' Food Honor.

Practitioners benefit from increased focus, self-control, and willpower.

Gut Instinct: (Free Born With It; 100 CP)

Instinct or Intuition is born from vast amounts of experience in an area such as combat. It can help the user avoid attacks unseen to the naked eye or attack the vitals of an enemy that has never been faced before. It is also versatile as it can be applied to many different areas such as helping find ingredients. Intuition can also pick up on things invisible to the naked eye, like pheromones.

Grafting: (Free Injected; 100 CP)

With the impressive recovery and regenerative abilities of Gourmet Cells, you body can transcend the limits of biology. With this you can now graft human body parts to yourself with a hundred percent success rate and be able to use them effectively. Even more, you can graft the parts of other species and even plants on to your body to gain their abilities though a talented surgeon is still required.

Beast Tamer: (Discount Born With It; 200 CP)

Some people are great with animals. You are even better. Forget Horse Whisperer, you can just carry on conversations with any kind of animal and they might just sit there and listen. You're skill with animals is great enough to tame nearly every animal in the Human World and with some effort even those in the Gourmet World.

You gain the skills needed to properly care for, train and ride most any kind of animal.

Dynamic Vision: (Discount Drop In; 200 CP)

The shape of the target, the expansion and contraction of their muscles, the movement of their joints, and their breathing. From every piece of information you predict the next move of your opponent. Things like roulette machines are a joke and its possible for you to follow an arrow in flight with your eyes. With enough training you can even see bullets coming at you.

Routines: (Discount Drop In; 200 CP)

Centered around mental images and physical movement. The higher the concentration, energy, and experience a person has with routines then the less physical movement is required to perform the routine. The lowest level of a routine requires a lot of movements and time but at its highest level it is an entirely mental action.

You start with the most basic of routines where one creates a mental image of success to increase concentration and accuracy. You can increase your own concentration to the point that you don't even flinch when stabbed in a vital organ. The drawback is that it contains several movements which takes time to perform, leaving you vulnerable.

At its peak, you can learn the Ultimate Routine – Conduct of the King. By imagining a scenario or event strongly enough, a person is able to cause an impression of that scenario or event that it actually occurs, whether that be imagining stress and forming an ulcer or imagining an attack succeeding and having it actually succeed. To fully utilize the effects of the technique it requires an astonishing level of concentration and self-confidence, and depending on the difficulty of the desired impression the energy required can be enormous.

Appetite Energy: (Discount Born With It; 300 CP)

A potent form of energy generated within Gourmet Cells. By focusing its overwhelming hunger and desire to devour prey, a predator can emit this energy outside of its body and shape it for various purposes.

Appetite Energy is highly versatile, having offensive, defensive, and useful supplementary applications. It can be emitted directly from the body to manifest semi-solid weapons and instruments. These manifestations possess, for the duration of their existence, properties comparable to the substances they emulate. When taking the form of Fork or Knife, for instance, Toriko's Appetite Energy can actually be 'melted' by temperatures which exceed the melting point of the iron cutlery being emulated. The energy can even manifest with the forms and behaviors of living creatures, as in Jiro's Rising Wolf Guinness Punch technique.

Appetite Energy can also be infused directly into particular body parts, increasing their strength and even generating beneficial mutations. Sunny, for example, can infuse his hair directly with Appetite Energy to temporarily morph his feelers into Devil Feelers for his Satan Hair ability. When used in this way Appetite Energy lives up to its name by imparting not only increased strength and near indestructibility to the hair, but a ravenous appetite facilitated by millions of micro-jaws which manifest along each strand. Controlling this use of Appetite Energy is difficult, as the independent appetite of his hair fights Sunny's mental control and threatens to consume his body.

Gourmet Cell Mutation: (Discount Injected/Gourmet Cell Mutation; 300 CP)

The Gourmet Cells in your body have mutated into something new and different. You gain a beneficial mutation to help you that comes in two flavors:

---Physical Mutation: Extra Arms, Prehensile Hair, Wings, Extra Eyes and other strange physiological mutations become apparent on your body. More likely then not it will be an external mutation but its also possible to be something internal such as your skeletal structure changing to a fluid or possibly growing redundant organs such as a second heart and two more stomachs.

Physical Mutation may be taken multiple times.

--Elemental Mutation: Your Gourmet Cells have given you the capacity to manipulate and/or control some form of energy or substance. You might have grown the capacity to generate electricity, the ability to emit super sonic sounds, or even the ability to produce poisons. This doesn't give you the ability to manipulate gravity, time or things like Dark Matter. Its strictly

biological energies that a living organism could potentially produce such as heat, light, sound, and so forth.

Elemental Mutation may only be taken once.

Food Honor : (Discount Ingested; 400 CP) (Requires Zen Food Mediation) (Can't be taken with Food Pressure)

Also known as Food Etiquette, is both a customary and a philosophical practice of etiquette that teaches gratitude for ingredients and a strict method of eating in, especially difficult, but necessary ways in order to bring out the true flavor and potential of certain ingredients.

While learning Food Honor the body will begin to auto-correct its movements, removing all actions deemed unnecessary and increases concentration. This allows more efficient use of calories, granting greater stamina, speed, and power. Food Honor affects different people in different ways, for a Bishokuya it increases his overall power and calorie consumption. For a chef in increases the delicacy in his movements, it allows the Chef to prepare Ingredients so carefully, that the Ingredients are unaware that they have been handled.

Food Pressure: (Discount Injected; 400) (Can't be taken with Food Honor)

A concept similar to Food Honor, though instead of appreciating food to capture delicate or special ingredients, one threatens food, so as to control it by force. Food Pressure is a skill first exhibited by Scum Beasts and it is quite a powerful technique.

You can never pull out the full flavor or potential of an ingredient with this ability unless the ingredient in question IS best brought to full flavor through force.

Appetite Demons: (Discount Born With It; 500 CP)

Beings born from the feral appetites of powerful individuals and are given form by highly developed Gourmet Cells. When Gourmet Cells have matured to a certain point, Appetite Demons can be projected by their hosts in the form of grotesque monsters as a form of intimidation, however the more the cells grow and develop, the stronger these manifestations become, to the point where they can end up gaining a will of their own, becoming beings that can exist as separate sentient entities within their hosts and even outside of them for a certain amount of time. Not much is known about the extent of their powers however it has been implied that they play a major role in mastering the use of Gourmet Cells.

When first manifesting, Appetite Demons appear to be nothing more than an aura of energy projected by the user's cells that simply appear to be extensions of themselves, but as the user advances their cells their Appetite Demons reveal that they are actually sentient and intelligent, and when the host's cells grow strong enough the demons can mentally converse with their host in their language and even have control over the power of their host's cells. According to one demon, they are not just the manifestation of one's Gourmet Cells, but are in fact the embodiment of their hosts' "appetites" and are born from their hosts' desire for delicious food. Because of this, Appetite Demons have a strong gluttonous desire for delicious food, something

they can crave so intensely that they may even go wild and posses their hosts when in the presence of something truly delicious.

Appetite Demons can make deals and arrangements with their hosts, asking them for things such as delicious food in exchange for allowing them to use the full potential of their power.

Food Immersion: (Discount Ingested; 600 CP) (Requires Food Honor)
The secret technique of Food Honor. Food Immersion is when one respects and appreciates the food they have eaten even after it enters the body and becomes part of their flesh and blood. The ingredients absorbed by the body are thankful themselves for being eaten and they pour all the nutrients they have into one's body almost limitlessly. It also makes the user gain an increase in weight without necessarily getting fat.

In the teachings of Food Honor, it is described as immersing one's self into a meal. Only those that heighten their appreciation towards food to the utmost limit can attain Food Immersion.

Food Immersion is the epitome of Food Honor, once mastered a person should be able to last without food for incredibly long periods and fight at their top potential. This is due to a controlled calorie consumption, and an incredible amount of calories to work with.

Companions

You may designate yourself a Chef or a Gourmet Hunter for the purpose of forming a Combo —A **Combo** is a term which describes a mutually beneficial partnership between a **Chef** and a **Gourmet Hunter**. A Chef tends to partner themselves with the "strongest Bishokuya," so that they can receive the highest quality Ingredients. The same goes with the Gourmet Hunter who tries to team themselves up with the "best Chefs," so that those Ingredients they capture can be best cooked.

Normally a Combo is a single Chef and Hunter but it isn't a solid rule.

The First Companion is Free.

Companions without Gourmet Cells can't take abilities that require them.

Chef: (100 CP)

You gain a Chef as part of your Combo with 300 CP worth of skills to put towards cooking. This can also be used to purchase cooking equipment.

Gourmet Hunter: (100 CP)

You gain a Hunter as part of your Combo with 300 CP worth of skills to put towards hunting and gathering. This can also be used to purchase equipment.

Animal Companions: (100 CP)

You gain an animal companion to join you on your adventures. They have 300 CP to spend on abilities and not equipment.

Mentor: (600 CP) (Cannot be taken for Free)

You gain a mentor with 900 CP worth of Skills who has taken you on as their last student. They will teach you these skills over the course of your ten years here. They have their own reasons for teaching you and are certain you can learn what they have to offer. They aren't too keen on teaching others but you might be able to convince them otherwise.

(Can not teach Gourmet Cell Mutation, Food Luck, or Graft. May also use their CP to purchase any non-Advance Items and Equipment. At the end of their teaching they will pass on these items too you.)

They Went to Le Cordon Bleu: (50 CP)

You can bring in a companion and designate them as a Chef or Gourmet Hunter. A companion can also be designated an Animal Companion if they don't have a Human Form. You can also pay a flat 400 CP to import all your Companions and individually designate then Chefs, Hunters or Animal Companions.

Your imported Companions gain the 300 CP worth of skills.

Gourmet Cell Treatment: (50 CP)

A companion (From In Universe or Imported) gains Gourmet Cells and gets the basic bonuses and boosts that come with said Cells. They grow stronger over time and by eating foods that compliment them.

Items and Equipment

Basic Cooking Utensils: (Free)(Can Only Be Taken Once)

In a world devoted to finding and eating the next new taste, something as simple as the basics is needed for every chef and hunter. You don't get a whole lot for basics aside from a good ladle and a couple knives.

Non-Standard Equipment: (5 CP)

For all those weird devices that just don't fit in anywhere. You get hats that dispense plates, aprons that act as grindstones, and other unusual items.

Advanced Cooking Utensils: (25 CP)

A wide selection of cooking implements for a wider variety of cooking. These help cover such tools as boning knives, filet knives, meat grinders, and graders.

Master Cooking Utensils: (50 CP)

Similar to Advanced Cooking Utensils but all are of a much higher quality and possibly made by a master craftsmen.

Specialized Cooking Utensils: (25 CP)

Some foods in the world are so bizarre they need whole new tool to cook them. This helps cover all your bases.

Survival Cooking Utensils: (25 CP)

A carry bag filled with an assortment of utensils made to help in the wild. Filtration and purification equipment, vitamin supplements, the Swiss Army Knives of blades, fire starters, lights, and various seasonings.

Mobile Kitchen: (50 CP)

A large mobile home fitted with a Kitchen. Room to comfortably house two people and comes with a basic stove, oven, fridge, and freezer. Most of the interior space is cabinet space to hold ingredients. Can also be a food service truck.

Gourmet Stick: (50 CP)

A special item that, when used on a food, displays information about the food's protein, fat, iron, and other nutritional content, as well as the animal or plant that the ingredient comes from.

Hunting Equipment: (25 CP)

Various traps and hunting gear. Also includes fishing gear. Don't expect to be able to use any of this on anything outside the Human World.

Standard Weapon: (Free) (Can Only Be Taken Once)

Any standard weapon that could be found in the Human World. Pistols, rifles, SMGs, Bows, Swords, and more. Not capable of harming most creatures outside of the Human World.

Exotic Weapon: (25 CP)

Guns made to fire in sub-zero temperatures, swords made of special materials, and the bizarre things like nun-chucks with knives on the end. You can expect to harm some low Capture Level creatures with these.

Use and effectiveness is mostly dependent on the wielder. You may double the cost to increase the effectiveness. 25CP can harm creatures within the 1-25 Capture Level Range and it doubles each time. 50 CP for 25-50 CL range. 100 CP for 100-200 CL range. 200 CP for 200-400 CL range. 400 CP for 400-800 CL range. 800 CP for 800-1600 CL range. And 1600 for 1600-3200 CL range.

Weapons at the 100 CL range and above can possibly still manifest the abilities of the creatures they are made of. Fangs might intimidate weaker animals or still carry poison, a tentacle might still still have working suckers, and a horn could potentially carry an electrical charge that builds up over time.

Knocking Tools: (25 CP Each)

Knocking Guns are the most common method of performing knocking on beasts and come in a variety of sizes and types for different kinds of beasts, but there are also people who can perform knocking with strikes or intimidation.

Knocking Guns function by firing biodegradable needles into the bodies of beasts. Knocking Guns can either fire the needles from a long range distance like a regular gun or need to be placed directly onto the area of the beast's body where their primary nerves are located. As the needles are biodegradable, they cause no permanent damage to the beasts they are used on.

- **Knocking Gun (Normal Type)**: The standard and most common Knocking Gun. It fires two needles at once into the target's body and if the right nerves are hit, it can knock out a beast instantly. It can also stimulate muscle tissue increase in Gourmet Cell enhanced humans if applied to the right areas. The average price for the standard Knocking Gun is 189,000 yen.
- **Knocking Gun (Delicate Type)**: A special Knocking Gun designed to knock delicate lifeforms without notice and is very useful when trying to remain elusive and not startle beasts. Unlike most Knocking Guns it only fires one needle. The average price for the Delicate Type is 276,000 yen.
- **Knocking Rifle**: A specialized Knocking Gun that fires dozens of needles per second at incredible speeds like a rifle and is quite hard to handle for the inexperienced. There is also a "Hard Type" version that fires more needles at even greater speeds and force but is extremely hard to handle.

Lighter Suits: (25 CP)

Special temperature controlled outfits that can keep the body warm in incredibly cold

environments. Made of multiple layers of cold resistant rubber, one suit costs seven million yen.

Lighter Suits resemble skin-tight body suits made of a special black rubber material that is resistant to cold and can cover up the entirety of one's body up to their neck, although hoods do exist which can be worn over one's head but will not cover their face, in which case goggles may be worn if one is in extremely cold environments.

The Gourmet Case: (5 CP Each)

Keeps ingredients warm or cold naturally. It is a vacuum package container that can contain the data from 10,000 kinds of different ingredients. If the selected ingredient is not in its memory, it has to be manually set up based on its enviroment that it was found in. One can expand the memory with a memory card. The price for the Takeout 1000 with a memory for 1000 Ingredients is ¥90,000 yen. (Memory card sold separately. Just joking. You get memory cards for each ingredient found in the Human World.)

Gourmet Rucksack: (25 CP)

A kind of gourmet case for carrying liquid-type ingredients. Made from a special natural rubber; the rubber will expand and contract corresponding to the amount put in it. The rubber is very resistant but if too much is put into it, it can damage and break. It has a carrying capacity of 10,000 liter and can cost at least ¥450,000 yen in the market.

Melk Knife: (100 CP for a set of Knives)

Melk Kitchen Knives are the best and most expensive knives in the Human World. They are the standard knives used by the world's very best chefs. They had been crafted by Melk the First for decades but are now crafted by his daughter, Melk the Second. There are a very large assortment of types and specific uses of Melk knives. It has not been revealed just how many varieties of knives Melk manufactures, but all are of the highest quality and fetch a hefty price.

Revitalizing Kitchen Knives: (250 CP)

A special type of knives required to perform the Dark Technique, forged using organisms with regenerative function and minerals that stimulate that function; cutting an ingredient with this knife will make the cells of the ingredient become active and thus revitalizing the wound.

To use this knife a near superhuman ability is needed in order to pass the knife in the gaps between cells without damaging them; if someone can use it freely an ingredient can be eaten almost infinitely by restoring it little by little; in order to complete the regeneration eating high nutritional value ingredients is needed.

The use of the revitalizing kitchen knife is limited by the IGO in fear of them upsetting the circulation of food. The knife can only help the regeneration of an ingredient or person but can't

revitalize dead people or beasts.

Advanced Items and Equipment

Fragrance Gauntlets: (75 CP)

A specialized gauntlet that is used to launch a variety of fragrances. Commonly used to dope up animals or people and to tranquilize targets. Comes with a single bottle of each of the following. Each bottle contains a limited amount and once used up you will have to replenish it yourself.

Fragrances

- **Battle Fragrance**: A fragrance extracted from the Battle Flower that increases an animal's will to battle. It affects the animals' central nervous system making them violent while at the same time stimulating the body into its peak form. It can also be use on humans as well.
- **Super Relaxation Fragrance** : A fragrance made with pheromones from the Nikoniko Manatee that causes a monster to become tame and relaxed.
- **Hyper Endorphin Fragrance** : A fragrance with endorphins made to decrease the sense of pain in creatures. Can also be used on humans as well to help ease their sense of pain in battle, allowing them to exert more power without being hindered.
- **Thunder Peppermint Fragrance** : A concentrated menthol taken from dried peppermint leaves; the feeling of this scent is compared to that of a bolt lightning. One sniff is enough to keep one awake for five days.
- **Devil Durian Fragrance** : The fragrance exploits the extract of the "Devil Durian." Its stench is powerful enough to repel bugs up to half a kilometer radius.
- **Super Deodorant Smoke** : A fragrance that can erase the scent of the user and those near him/her. It allows you to remain virtually undetected from beasts who rely heavily on scent and can approach them without any fear. It can even work on the fearsome Four Beast, a powerful creature from the Gourmet World.
- **King Sleep Fragrance :** A fragrance that causes intense drowsiness extracted from the cell of the "King Sloth a animal that sleeps 364 and 23 hours a year, anyone who sniffs this fragrance can't open their eyes for a month and the sleepiness is contagious. It is a forbidden fragrance used as a weapon.

Riddle Chapter: (150 CP)

A tablet computer terminal that also works as a food tray, and the latest Capture Level measuring device invented by the IGO.

In order to display the data of the measured ingredient on this tool, a special wristband is

required to be worn and then the target ingredient must be hit a laser pointer that the wristband projects. Afterwards, the data related to the ingredient or beast is transmitted and displayed on the Riddle Chapter's screen, that includes the name, the Capture Level and other information about it.

It was manufactured based on some Gourmet ID Cards that were left by an unknown person by the side of President Mansam while he was sleeping. This Gourmet ID card contained information of 300,000 Human World ingredients and many Gourmet World ingredients which totaled to several million species. The new feature on this device is that it doesn't have a limit on measuring Capture Levels and also has infinite range unlike the Measuring Tongs which had a limit on both aspects.

Cure Water: (100 CP)

A pretty rare kind of revitalizing water to obtain than can heal external injuries by making Gourmet Cells immediately become active when it is splashed on the wound. It can cure almost all of the damage the body has received and regenerate lost body parts should you have the needed mass. You get 10 Doses.

GT Robo: (200 CP per Type: New Model, Giant, Micro)

The Gourmet Telexistence Robot is a type of robot intended to be used to investigate areas that are normally inaccessible to normal humans. It can supply gourmet ingredients without the user having to step into dangerous soil.

The operator can control the movements of the robot from far away and the robot transmits back the senses of sight, touch, hearing, smell and sometimes taste.

It can perform the exact same movements in real time. The level of measurement error of the newest GT Robo used by the Bishokukai is less than a millisecond, though individuals with incredible speed like Starjun say that it is still too slow.

The New Model is the first kind of GT Robo seen and also the one mainly used by the Bishokukai. The other kinds of robots seen also seem to be based on this one; the most difficult to control are the Giant type and Micro type. The original models of GT Robos are not used by the Bishokukai and are designed with a more humanoid appearance, with some resembling humanoid robots while others are perfect replicas of the humans they are used by. Original models are used mainly by civilians, wealthy individuals and the Allied Forces.

The New Model's body is made of a titanium alloy with carbon fiber. The joints are made of Super High Polymer Special Polyethylene with reinforced aramid fiber body hair covering it. The movements of the robot are relayed by its Core Antenna, made of gold for optimal conductivity.

The control room can be located anywhere in the world of Toriko or your Warehouse for free.

Ancient Cookbook: (100 CP)

An old text written thousands of years ago by an ancient civilization of Nitro that were established in the Human World. It holds detailed instructions on how to prepare hundreds of Specially Cooked Ingredients, however; it is written in the language of the Nitro which is currently impossible to translate.

Amongst its many recipes are ones on how to best cook humans.

Gourmet Cells: (100 CP)

Shortly after your arrival in the Toriko World you acquire either 3 Injections of Gourmet Cells capable of granting Gourmet Cells in a matter of hours or enough Gourmet Pills to grant 3 people Gourmet Cells over the course of a 5 year period through daily ingestion.

Injections are a quick way to power up by very few survive the process while Pills have a significantly higher success rate but take time.

Acquiring either grants you the ability to harvest Gourmet Cells and create your own Injections and Pills with trial and error. Plants and animals can both be injected or given pills so you may attempt to gather more cells at a later date.

Drawbacks:

You can take a total of 2 Drawbacks.

Picky Eater: +50 CP

In a world filled with millions of flavors, you are a picky eater and won't eat most of them. You have to choose a specific flavor such as Salty or Sweet, a specific kind of food such as Rice, or a certain genre of food such as French Cuisine or BBQ. You refuse to eat anything else even when starving to death.

Dormant Cells: +100 CP

For the duration of the Jump, your Gourmet Cells are unusually dormant. You don't gain as great an effect from the Cells and abilities gained from Gourmet Cells aren't usable till the end of the Jump.

Horrific Mutations: +200 CP

Your Gourmet Cells went out of control during the adaptation process and left you disturbingly inhuman looking. You gain no benefit from these mutations as they are mostly cosmetic in nature and are generally hindering.

Gluttonous: +200 CP

Why have seconds when you can have eighths? You're appetite increases ten-fold. No matter how much you eat, its rarely enough unless you eat the entire buffet and then then the place next door. This doesn't mean you can actually put away that much food but you will certainly try. Until the end of the Jump, you will also never be completely satisfied when eating.

Food Allergy: +300 CP

You suffer from a common food allergy such as shellfish. You are highly allergic to said food and even your Gourmet Cells can't help you. In fact, your Gourmet Cells are actually strengthening your allergy to potentially fatal levels.

No amount of adaptation will fix this problem so be careful of what you eat. Especially in a world where common foods come in mixed varieties such as Chocolate Vegetables and Crab Pigs you have to be careful.

Gourmet Cell Rejection: +400 CP

Your Gourmet Cells are actively rejecting your body and leaving you in constant pain that can't be ignored. You also suffer from several forms of crippling disability such as stunted height, locked joints, loss of sight and or hearing, and other hindering effects that persist in Alternate Forms, Shapeshiftng, ect. The Gourmet Cells only give you a negligible boost in physique and only a very minor boost when you consume compatible foods.

You may still be more powerful then any mundane human but you will never be as strong as someone who has successfully merged with their Gourmet Cells.

Delicious!: +800 CP; takes both Drawbacks.

The way you smell, the way your skin glistens, and your very presence is in every sense of the word Delicious. Wild animals will go out of their way to try and eat you even if it would put their lives in danger. Insects will always try and take bites out of you and will swarm you constantly. Should you stray to close to the Gourmet World then even though beasts will be willing to come after you just for a taste.

Even other people will find it hard to keep their hands off you and some might even be willing to indulge in the taboo of cannibalism. Then again, you aren't exactly human anymore are you?

Worse yet is that the stronger you are, the stronger this effect gets. Then at some point in your 10 years here, Nitro will show up to try and harvest your body for ingredients. They've had several hundred thousand years to practice cooking and they can figure out how to eat you safely.

If you do not keep yourself fed, as soon as you start to starve your own body will begin to consume itself.

Endings

Stagger Home	One More Meal	Bring Me the Bill
You decide to return home.	You decide to stay here forever.	Time to head to the next World.

Notes:

*Jojo has ruled that your Appetite Demon and can fused with your Stand. Use at your own risk.

*Even if you do not pick up Appetite Energy or Food Demon, those with Gourmet Cells will eventually unlock the ability to use them. Purchasing them just allows you to innately use them as soon as you enter the world of Toriko.

*Your Appetite Demon is like a sinister reflection of your own hunger. At its later known stages, it can be physically manifested through your own body and even work separately from it to a degree.

*As the series is still on going, some facts about the show may change over time. Please keep that in mind when playing.

*Appetite Demons doesn't refer to having plural demons. Most people only ever manifest a single Appetite Demon when their Gourmet Cells mature enough. Currently Toriko is the only character shown to have Two Appetite Demons but for reasons unknown.

Its assumed for the Jump that you manifest only one Demon.