

Generic Restaurant Jump

Version 1.0 by Tri-Sevon

Welcome, please take your seat…Oh, I see. We heard you will be arriving soon, so please follow me. My name is not important to you, but what is that you are being given a chance to operate perhaps one of the most prestigious careers…

…The art of culinary talent being crafted and presented to patrons and customers. In other words, you are now being given the chance to run your own Restaurant.

There is one clause to this matter, (if you care to retain said restaurant). Namely, that you do have to at least operate ‘your establishment’ for a year during your times in wherever you end up.

And before you go, use these **1000 Talent Points** to prepare…Your ‘menu’ of choices, accommodations, and additions will be with you shortly.

Arrival Point (Starting Location)

There are plenty of places on offer. And in case you wish, you can roll some dice to determine where you start instead. Take your time to pick where you wish to arrive.

Earth Timeline
In case you wish to exist in a modern piece of society, this is for you. Your specific starting point/location can be anywhere, even among the most dense cities to the most rural towns…

…Alternatively, you can use this to go back to any point of human history…Though do be careful with where you end up if you are under-prepared…

Fantasy
Includes various eras of Fantasy.

Ah, Magical Fantasy…One of perhaps the most classical choices, though the fact that magic and other related phenomena exist doesn’t mean the art and practice of restaurants is null and void.

In fact, you may even have more potential customers and patrons to offer your culinary services to…

Sci-Fi
A broader category of choice, though if it means being in more of a technologically different Earth, an entirely new world, or the depths of space…

…This is an option. And even then, countless people, entities, and even those of artificial origin with the ability to eat may seek out your Restaurant.

Special Designation (Other & Supplement/Crossover)
In case any of the options do not suit what you want, you can use this special portal to designate where you wish to end up. As in, you can use this to pick any other setting out there and still find suitable locations to set up shop in…

(In other words, in case any of the above are not what you are looking for as a choice or you wish to go somewhere very specific in general, this is for you and doubles as the option to make this into a Supplement or Crossover.

You can choose to use this jump as a supplement and attach it to another jump. Alternatively, you can Import another jump of your choice if it fits the Location option you selected.

You will have to fill out the second Jump Document, while keeping the point totals separate. The setting (any other attached parts) you selected will then merge into one.)

Pre-Culinary Pursuits (Backgrounds)

While you were given the opportunity of a restaurant, we can also easily allow you to determine the background of who you are in your final starting choice. This does include age and other personal details, if you wish to influence what exactly they may be.

(You can also use dice to roll up whatever age you end up at as well.)

Spice of Ownership (Species/Origin)

You can retain what form of life you wish to be, but we do also offer a chance to gain an alternative form for you to start as in your venture.

(The options below can also be picked by rolling dice if you wish to opt for that method of choice.)

Human
Some would argue as the most default option to offer, but this is still a viable option. And not to mention, many famous human chefs, staff, proprietors have become masters of their craft regardless of their capabilities with magic or technology…

Fantasy Being
Of course, the vast majority are human-like or humanoid-like…But you can also be of the ones that aren't bound by that similarity. And of course, you may have talents or things that may be able to take new spins with creativity and courage in various roles of a restaurant…

Artificial/Metallic
Whether it be artificial in terms of being robotic or golem-like, there is still plenty of room and talent for those who wish to undertake the art of blending culinary pursuits and economic sales in whichever position they take…

…Not to mention, it is possible they have means to endure and persist with their efforts far better than others.

Mystical/Otherworldly
A broad category for those who are not easily seeable as just being organic, metallic, or artificial. And hey, who knows what kind of creations they can come up with the equally unique and mysterious?

Other Entities
In case you wish to be something else that isn't offered above, or if you wish to be something very specific that doesn't fit any of the above.

(In essence, this is the Free Choice option to use whatever you want in case the options above aren't exactly what you want or don't fit any of them somehow.)

Specialties Of Commerce (Perks)

*You gain **4 Review Tokens** as Freebies for any of your purchases here. And in case you wish to go for an alternative option, forgoing the freebies will allow you to get a stipend of 700 TP to use.*

Cleaning Talent [100]
Given the importance of hygiene and sanitation of the environment, this is extremely useful and handy. In short, you find that you know a variety of well-known, improvisational, and expert forms of scrubbing and cleansing various objects and equipment.

You'll also find in later worlds that you can also apply your skills here to get a sharp boost in cleaning up any environments or structures of harmful and hazardous materials. With enough time and practice, you could probably find a way to even clean out the most dirty of scientific and magical objects to make them look nice and still function.

Balance Plating [100]
One thing to consider with placing a meal or order down on a plate, is actually how the meal is presented and balanced. Latter would be very important, given you rather no one makes a mess…

…And as for presentation, it matters in how it is settled down or given, alongside the look of the items. In case this sounds pedantic, it very much is.

Either way, this allows you to easily make sure anything you carry with you is always balanced and organized. Meaning you could be navigating a steep incline/decline or turning multiple corners and nothing will spill or even get disrupted.

And in future worlds and such, you find that this sense of balance can also extend past plates and other tray-like items. In fact, one may find that this improves their own sense of balance as well, no matter how slow or fast you may be going.

Heat Methods [200]
Given that many items are served warm or hot for meals/orders, it would make sense to get it right for every case by case or request. In short, you would know the exact amount of heat to cook, simmer, boil, and many other similar approaches to make the perfect meal.

Oh, and you can easily find that this translates well with having a stronger understanding and handle in controlling the intensity and spreading of fire magic and fire-producing technology as well.

Chilling Styles [200]
On the other end, there are the kinds of meals and items that are actually best served cold or in a rather chilling state. And now, you know how to balance the delicate range for chilling, freezing, and many more for whatever you need to make.

Of course, this also applies extremely well with various liquids made from fruits, vegetables, and other forms of plant life as well. And strangely, you find yourself with a far better grasp on forms of ice-magic and freezing/manipulating technology (like cryogenics)...

Mixology Specialty [200]
Drinks…are perhaps one of the most various mediums to explore. Of course, one must have an idea of what does and does not mix well together. Otherwise, you'd be more likely to get something mixing together akin to oil and water.

In essence, this allows you to easily scan and determine the right amount of various liquids together with each other, while also accounting for their properties (by themselves and with something else)...

…You also will find that this will give you a leg up by providing a solid boost in understanding how to understand various chemical reactions and alchemical reactions. Oh, and you may also find it easier to gain a strong understanding in manipulating water with magic or tech than without this normally.

Precision Cutter [300]
With meat and vegetables, especially among similar items to them…One would need strength to cut, slice, and chop things very carefully…

…So this allows you to just do that, making sure you have the precise aim, speed, and power needed for either singular or multiple cuts into any ingredient.

Outside of cooking, you find that you also have talent in cutting various materials like metals, woods, fabrics and other things. You also are able to do very precise work like threading needles, wielding, and being accurate with melee and projectile attacks.

Pricing & Finance [300]
With regards to making money with cooking, you need to be able to figure out what would be the best general prices to sell your meals to the customers, but also with spending to get supplies, pay staff, and operate things…

…So this allows you to become more akin to a walking calculator. You can easily factor in various conditions and details to help sort out which prices to go with depending on the case, but also keep yourself and your business out of the red as well.

This also offers a sharp boost to reading, studying, and learning on various subjects, while being open to also figure out how to improve things using resources other than cash/money.

Stress Manager [400]
Stress…is perhaps one of the many destroyers of one's own passion. And this remains true for chefs and those in the business.

In short, this perk makes all of the healthy methods used to manage stress far more effective, but also allows you to look deeper into yourself to see which parts of your body and mind are perhaps contributing to it.

You'll also find that you also have a far greater effect in treating fatigue, injuries, and restoring morale in yourself and others. And as a bonus, you'll also be able to break your own and (with their input and permission) unhealthy stressful habits of your friends and peers.

(Some possible examples include, but are not limited to: Smoking, Drinking, and Prologned Cursing…)

Creative Reimagining [400]
Sometimes, to follow the recipe or known methods is not enough to elevate a meal. What this then asks is simple. What can one do to change it up?

Now this will allow you to do just that. By studying over a recipe and also with the supplies you have, you can easily come up with creative alternative methods and ingredients to change things up.

You also find that your creative thinking is boosted as well to a strong degree, allowing you to find solutions others may not find. And said solutions will also impact the outcomes if planned well and coordinated well if you have to work with others.

Evaluation Sight [500]
One thing that chefs need is a keen eye on the details of their ingredients and of their own works when everything is said and done.

In essence, this allows you to study any ingredient or device to see its various qualities. Such as fruits being ripe or near ripe, the blender being clean and sharp, and the mixings being at just the right temperature.

You also find this works on other things, such as weapons and armor as well. To see if they are worth the quality deep down or see if the methods used in a specific one are better than another.

Critical Criticism [600]

This one is two-fold. It offers a refined palette no matter what your form is at the time, while being able to eat (even if one has no mouth, for example). And said palette will allow you to enjoy everything from the most well-made comfort food to the highest quality meals.

The other part is, the way to formulate and explain your observations in ways that anyone can understand. And as such, this also allows you to be able to make key points in offering help, advice, or constructive criticism that another can take to heart.

As for benefits, this also allows you to get permanent benefits from the various meals you eat, especially those made of your own hand and those of your friends and family.

And perhaps also as a major benefit, you find that you can teach the skills, talents, and powers you have to others. But in a way that also allows you to pinpoint and help them in any areas where they may struggle in, especially if you have faced similar hurdles to overcome.

Quality Equipment (Gear & Equipment)

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Plate Sorter [100]

A special device that can collect, arrange, sort, and send out plates and various silverware. Can be set in place to help those with a set of motion and rhythm to their interiors…

…Or can be placed into a mobile mode that any operator can use while on the move. Also, strangely doubles as a improv weapon by firing off said tableware as ammunition if needed in various firing modes and speeds.

Portable Heater/Chiller [200]
A special container item that helps maintain the heat and/or cold of a dish or meal, but can also act as a means to help regulate the temperature in a set area, like a large room inside a modest building.

It also can double as an improv ‘flame thrower’ or ‘ice thrower’ if modified, thoroughly strangely…It works extremely well with both magical and technological means of throwing said elements.

Mobile Brewing Pot [200]
A special box kit containing a somewhat large custom brewing pot that can easily accept any form of liquid matter and automatically mix and brew whatever you may desire in a quick and safe manner. Also, it makes sure it is set to the optimum temperature for serving…

…It also comes with a few default attachments included in the kit that can allow it to act like a chemical brewing vat or alchemy pot for example. And if needed, the attachments and main brewing pot can be modified to accommodate for specific functions.

Culinary Repairer Set [300]
A series of various small machines, tools, and special formulas that are perfect for keeping all forms of silverware, plates, cooking equipment, and clothes clean and well-maintained. And the best part is that the various items will also supply their own power, repair themselves over time, and also regenerate their contents.

Oh, and you will find that all of these are very easy to modify to allow for cleaning of other kinds of items, such as various weapons and armors.

Establishment Attire [400]
An entire customizable and modifiable set of attire that is perfectly usable in any role pertaining to work needing to be done in a restaurant. In fact, it seems to adapt to whatever role is needed in a manner that still suits the wearer's vanity and personal style, while providing its own aid for the utmost of function.

For example, if you are needed in the role of acquiring supplies and managing the budget, this set of attire will help you out in improving the relevant skills in bookkeeping, calculations, bartering, and transporting.

It also provides a ***very potent*** resistance to all forms of ***fire, ice/cold, blunt, sharp, piercing, and slashing damages***, while gaining ***minor resistances*** to all forms of *bullets and thrown physical objects*. And even best of all, it can be easily woven or mixed together with any other set of attire (or armor of any kind) if one wishes to use it elsewhere outside the establishment for any reason.

Associates & Partners (Companions)

Companions can purchase more companions.

Partner Paperwork (Import) [200-300]
You can bring along 8 companions for 200 TP. They will each individually get 600 TP to spend for themselves or instead receive 4 Review Tokens for Perks.

If you wish to bring in more than just 8, you can spend an additional 100 TP to bring in as many as you want.

Connection Establishment (Recruit) [100]

If there is anyone you meet on your travels, this allows you to bring them along as long as you can convince them to join you. If they end up saying no at the end, you will be refunded for the TP you spent.

Establishment Specialist [100]
A somewhat aloof individual in public, but one that is much more lively with friends and trusted associates on a personal and private level.

Their main talent is helping in maintaining any establishment against any utility/environmental problems that may arise, even if it is as something simple as adjusting the lights in the room or as complex as fixing a magical oven that ran out of magical energy.

And with their work, they tend to do it quietly in such a manner that they are extremely unobtrusive to any other staff or patrons unless its needed for them to interact with others (besides you).

Talented Staffer [200]
A seemingly well-manned individual that can easily blend into any form of establishment, especially ones that may be contradictory to their demeanor. Perhaps in due to taking on a masterful persona that they can take, while still being who they are at their core.

They can easily fulfill any sort of socialization role that would be needed in an establishment, such as a manager, bartender, or even a Waiter among others.

However, if you do ask them to serve as the Waiter, they will kindly request a reasonable amount of wage, plus any tips they can earn for themselves (relevant to what you can actually provide). So do treat them well…

Skilled Duo Chefs [300]
An odd pair of chefs that managed to compliment each other, even if they happen to have no apparent similarities between them somehow. Both of them know how to

cook just about anything extremely well, but they are especially good at training others about any culinary weak areas to work on…

…Or ones that they just need support and drive to specialize and make breakthroughs in. As for the rest of the staff, they know how to blend into the environment in the establishment and can easily join any social circles that may exist on and off the clock.

The one catch with these two, is that they ask for the kitchen to be regularly cleaned and well-stocked with ingredients and cooking equipment. They only ask this to ensure they give the best they can perform with their passions…

(If in the case you can't fully commit to this condition, they will do the best they can with what you have. And if it is the case of having to work with a strict legitimate budget, they will help however they can with their own improvisational creations and methods.

And yes, both of them count as a 'Singular' Companion.)

Hazard Transit (Drawbacks)

You can take up as many Drawbacks as you want, just don't make it impossible for yourself…

Extended Hours [+100]
You can use this to extend the project time you spend here by 10 years each, but any further time extensions past 5 will not give you any additional TP.

Rush Hour [+100]
At some point, you'll be facing a lot more hectic days where customers or patrons will be showing up en masse to order things and overwhelm your establishment if you ain't ready.

Special Events [+200]

Depending on the world and times, there may be things going on around the day that patrons may be expecting some sort of discount or something special on the menu that day…

…Thankfully, you'll always have time to prepare your establishment for it, if you have the skill and talent to pull it off with juggling whatever else you have going on.

Upkeep Upgrade [+300]
If you can't rely on your own cleaning skills or improvisational methods, you'll be finding that all of your cooking equipment and machinery (or magical equivalents) will no longer be unbreakable and begin breaking down faster and the repairs costs will be higher if you have to rely on outside services.

Critics [+400-500]
On occasion, you'll be visited by some minor culinary critic that has some small sway in the local community where your Establishment is located. They will be tough on their standards, but also completely transparent and honest about their review if asked later after their visit or if reading their printed/posted review…

…Though if you wish to get an additional **100,** you'll get several more of these types of patrons to show up a bit more often. The silver lining with this is, however, is that you can get good publicity with this if you play your cards right.

Supply Shortage [+500]
While this mainly would focus on the various ingredients (especially if you are a chef or your kitchen staff rely on having a large variety), you'll also find that anything that gets broken or lost will also be in short supply as well.

As in: chairs, tables, tablecloths, silverware, plates, cooking utensils, pans, pots, and so on. There will still be some stuff out there, but will be of possible lower quality or higher prices for the quality you expect thanks to demand.

(There's nothing stopping you from making your own stuff, but do be aware it will take up time and resources…Especially if you aim to have a separate/non-work life outside of your Establishment…)

Outsider Restaurant Lock [+600]
You have no access to any outside Perks, Gear/Equipment, or your Warehouse. Anything you get from here will be all you get, outside of any companions you bring in (if applicable). Good Luck!

Runtime Performance (End Results)

So with your time here over, what will you pursue next?

A New Starting Point (Next Jump)

Permanent Career (Stay)

Retirement (Home)

Change Log

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