Gourmet in Different World



aka Gensou Gourmet

A jump by dragonjek

Version 1.0

Welcome to a world of fantasy, albeit one rapidly in the process of modernization; the Master Inventor has figured out how to convert mana into electricity, developed electrical lights, an electricity-powered train, and soon after you're arrival she'll even produce the first automobile, all of which was invented by her own genius.

Not like Katsuragi Shunichirou, the new financier of the Sakbar family, who's merely taken advantage of the knowledge of Earth to make his way in this new world. Yes, Shunichirou is a fellow who's been isekai'd to this world after falling to his death on a slippery stairwell. He hasn't been gifted with cheat abilities, blessed with the charisma to sway hordes of women to his side, or received any special destiny. And he's fine with that, even if he can't learn to use magic.

Why? Isn't it obvious? Food! An entire fantasy world, full of food and flavors that no Earthling has ever imagined, much less tasted! Oh, sure, he was down on his luck before Bart Sakbar hired him on, but since then his star has only soared, to the point that he's had to turn down several offers to join the nobility.

Who needs all that responsibility, when there's still good food to be had? So, with his maid Sylphis, Shunichirou seeks to savor (almost) all of the culinary delights of this new world.

Will you join him in sampling the menus this world has to offer, or will you find another path to spend your time here? Regardless, here's **1,000 Culinary Points** with which to make your purchases in preparation for your customary ten-year stay. You arrive a week before Shunichirou receives his electrical transceiver.

Location

Where are you starting off your journey in this world? You may choose freely, or gain an additional **100 CP** to roll for your starting location.

1 – The Capital, Austhia:

The home of the Austhian royal family and the largest city in the country, it's also where Shunichirou lives. The king is largely under the thumb of the Four Great Noble Houses, and primarily serves the role of ratifying their decisions. They're even the ones to appoint government officials.

2 – Eldania, Austhia:

The largest regional city in Austhia, second only to the capital itself, Eldania is also one of the centers of power for the Lops family. It is a piece of prime real estate with excellent resources that has lead the House of Lops to become the wealthiest and foremost member of the Four Great Noble Houses.

3 – Alf Village, Austhia:

Sylphin's hometown. It's pretty far out in the boonies, being literally the last stop on the train to travel down there. Even with the new train station, however, it's suffering a bit economically, but things are due to turn around once the Sakbar family starts investing in the place.

4 – Granix, Austhia:

A mining “town” that sees more activity than some cities due to the great quality of its mana crystals. Due to a particularly large natural cavern beneath the town, the city extends downwards to provide to the miners more directly.

5 – The Unfaltering Woods, Austhia:

You’re at a tiny building called the Forest Restaurant, located somewhere in the Unfaltering Woods. Don’t worry about getting lost trying to find your way out—it’s impossible to get lost in the forest despite the arrangement of the trees changing every time you enter it, and traveling from one end of the forest to the other is unnaturally fast.

6 – Nirs, Arctaria:

As a major port city that serves as an entryway into Arctaria as a whole, it’s one of the most populous and economically successful cities in the empire. Although Austhia focused on developing magically, the Arctarians instead learned to borrow power from the many local spirits, developing a special form of magic known as thaumaturgy.

7 – Baphiras, Arctaria:

One of the cities of the Arctarian Empire that sprung up around one of the spirit-beloved World Trees that dot that continent, it’s also a major exporter of candy wasp honey. The earth god of the Baphiras region occasionally raids the farms for their honey, which is considered a sign of good luck, and pieces of the honeycomb that he breaks off are sold for a lot of money.

8 – Free Choice:

Pick anywhere in this world to show up! Maybe you'll arrive at the homeland of the dragons in the Dragon Nest, or the floating sky-island known as the Dragon's Forest? Or perhaps you want to try exploring what little has been seen of Arctaria, and start in that country's capital?

Backgrounds

What will you be in this new world? As a native of this world, you can be any of a great number of different species of all different sorts, from beastmen to succubi to cyclopes to hobbits (which have horns, for some reason). This world has all the classics like dwarves and elves, but also a number of unique races.

If you pick a race that doesn't provide any particular advantages, you can be that race for free. If you're a race that's particularly disadvantageous to be (such as a mermaid who is incapable of moving on land, or a nekomata who is honestly just a talking cat with two tails), you receive **100 CP**. If you're a race that poses a particular advantage, such as being a large, muscular minotaur, you must pay **100 CP**. Finally, you can choose to be a full-fledged dragon for **400 CP**.

You can be of any gender, sex, or age you like.

Isekai'd Human (Free):

You're a human being from Earth who died... but instead of reincarnating, disappearing into the void, or going to the afterlife, you instead woke up in your chosen location in another world. You have no knowledge of this world, nor any experience in its ways. Hopefully you won't be like Shunichirou when he started off and become a homeless scammer trying to make enough food not to starve. Although he'd probably love to meet you, seeing as how the two of you are the only human beings in the entire world.

Native Maid (Free):

You're a native of this world, and despite the name you aren't necessarily a maid. Instead, you're just one of the many commoners hoping to make their way in the world, with an ordinary sort of job... like being a maid. Well, you can have any job you want as long as it doesn't make loads of money, but why wouldn't you want to be a maid?

Native Magician (Free):

You're someone who has the natural talent needed to manipulate mana into elemental spells. It used to be that mages were considered a military asset, but ever since the Master Inventor created the mana generator which converts mana into electricity, there's been a boom of interest in mages pursuing non-combat careers.

Native Noble (100 CP):

You're several steps above the plebs, and live a life of wealth and luxury that few below your station could even imagine. While you do enjoy far more comforts than the commonfolk could imagine, you also have

responsibilities; you need to improve your family's lot in life, you need to maintain social status, you need to suck up to those higher than you, and you need to work to maintain your family's current place in the social totem pole. It isn't quite a life of pure luxury, you know.

Perks

Perks that are of your origin are discounted to 50% of the full price, except for discounted 100 CP perks, which are instead free.

Isekai'd Human Perks

Accepting the New (100 CP):

Being thrown into a whole new world without a single other human in sight can be overwhelming, but you're good at rolling with the punches. You can accept bad things that happen to you and not grow bitter or obsessed over it, and you're good at adapting to new situations and understanding the new rules every new environment works by.

The Taste of Fantasy (200 CP):

No matter how much of the world you experience, no matter how similar a world is to the Earth you came from, you will never fully lose the sense of awe, excitement, and wonder that the fantastical or new can bring. It may go down enough for you to be able to function at your fullest through it,

but every new sunset will still be beautiful to you, and every casting of magic will still send a few sparks of wonder down your spine.

Scam Master (400 CP):

How awful. You're proficient at using partial truths or outright lies in business negotiations to sway potential clients into buying your product or investing in your business... even if either of those is a sham. Like Shunichirou before he got lucky, you excel at tricking other people out of their hard-earned cash.

Financial Genius (600 CP):

You are a surpassing genius when it comes to handling money and making business deals, having a combination of intelligence, knowledge, and charm that makes success almost easy when it comes to financial matters. Why, if you were to be put in charge of the finances of a failing noble house, in only a single year you'd be able to completely turn around its fortunes. Maybe not enough to make it the top family—not in a single year—but enough to make heads turn and take notice. You might even earn yourself a spot in the aristocracy purely through your own merit.

Native Maid Perks

An Excellent Maid (100 CP):

You excel at all the traditional tasks of one profession, chosen now. For a maid, this would include cleaning, organizing the house, arranging meetings for your master, greeting and welcoming guests, and any of the host of other abilities expected of a high-quality maid. Regardless of your

profession, this also comes with professional-level skill at cooking, but not anything spectacular. You may take this multiple times, choosing a different profession each time.

Spectacular Chef (200 CP):

You are more than just a good cook; you are one of the best damn chefs in the world! In all categories of cookery, you perform at the level to be expected of a high-class restaurant. However, you also select one specific aspect of cooking, such as a specific sort of food, cuisine, or cooking technique; when it comes to this certain area, you far surpass mere professionals, and it wouldn't be inaccurate to claim that in that narrow area you are, in fact, the best chef in the world.

You may purchase this a second time to gain such mastery of cooking in another 5 specializations. If you purchase it a third time, then the base level of your cooking skill reaches the point that you would be a contender for 3rd best chef in the world in all of the areas you *don't* specialize in. Such further purchases are still discounted to Native Maids.

Easy Companionship (400 CP):

You're an easy person to make friends with, Jumper. Not only is it easier for people to feel that they're close friends with you, but it's also easier for people you have a romantic interest in to develop the same feelings towards you. Furthermore, you have a strange tendency to make friends in high places, letting you build up a mighty social network even when you aren't really trying to do so. You just stumble upon situations, such as a princess running away from home, that turn out to benefit you with friends in positions of power.

Luck of the Earth Gods (600 CP):

You must have been favored, because that's the only explanation for how so many lucky occurrences can happen to you. Trying to get hired? The boss accepts you over a more qualified applicant over a minor detail. Escorting your master to a dinner? Turns out he's the type of guy who hates to dine alone and pays for your meal, even when said meal is worth three months of your wages. Go out for a walk? You might meet a princess or befriend the head of one of the Four Great Noble Houses. You also tend to be a beneficiary of good fortune that strikes those close to you; if your boss were to come across a small quality of an absurdly rare food, they might share it with you, or you might happen to accompany them when they're invited to an exotic location with delectable—and rare—food.

Native Magician Perks

The Principles of Magic (100 CP):

You're fortunate enough to be blessed with the ability to manipulate magic, which allows you to move mana as well as transform it into the elements of fire, water, air, and earth... and, ever since the Master Inventor discovered how to do so, electricity.

Alternatively, rather than Austhian magic you could have a strong basis in Arctarian thaumaturgy, where by making an agreement with a spirit you become capable of wielding its elemental powers. It does require you to make a bond with another being, but the powers draw upon the energy of a spirit, rather than yourself—and spirits have so much magical energy that they have plenty to spare for you.

Normally a human wouldn't be able to take this, as you would have no mana in you in the first place; however, Jump-chan will deal with that little problem for you if you're human and wish to take this perk anyways. She'll also sustain any bonds you may have with spirits after this jump is over, so you won't lose access to their powers even on another world.

You may take this perk twice to learn both styles of magic, but although different in how they function, in terms of *what* they can do, they're nearly identical.

Magical Craftsmanship (200 CP):

You know how to imbue mana into an item in such a way as to make it maintain a magical effect, or perform one when it's activated. With this, you could create mystical structures capable of maintaining spheres of water for decoration, make a megaphone using air magic, or create powerful weapons of war.

Master Inventor (400 CP):

In this world there is no true distinction between technology and magic, for technology uses magic as its fuel source. For you, this lack of distinction is a source of power, because you are able to use technological means to replicate anything you can do with magic, and magical means to replicate the effects of any technology you possess or know how to create.

The Eleventh Great Elite (600 CP):

Your magic stands head and shoulders above your compatriots, as your raw magical potential blows everyone else out of the water. Not only are you extremely skilled in your method(s) of magic, but in terms of raw power

you are the *crème de la crème*. Your magic is powerful enough to join the ranks of the Ten Great Elites, the Austhian mages who were responsible for allowing Austhia to win the war despite the Arcturian advantage of having dragons for allies, by simply being so powerful and skilled they were able to one-shot dragons out of the sky.

Native Noble Perks

Noble Decorum (100 CP):

You have extensive training in the mannerisms and behavior expected of a fine noble scion, and can play the part expected of you perfectly. However, when you decide to throw that stuffiness aside, nobody really cares. You won't suffer reduced social standing for the freeness of your behavior, just so long as you still show proper manners when it counts.

Finding Good Help (200 CP):

It can be so hard to find good help these days, but you seem to be a natural at it. When you see people, you can also see their potential—not just who they are, but who they could become with only a little bit of help from you. Spot a brilliant financier where others only see a scam artist, or pick out a brilliant painter when they look like nothing but another peasant.

Compelling Charisma (400 CP):

No one is able to ignore your presence anymore, because by your mere arrival you effortlessly steal the spotlight for yourself. Your force of personality is almost a physical thing, a sense of charisma that nobody can

overlook. Your movements, your language, your very behavior is something that can sway people to your side and your viewpoint, and you can be effortlessly intimidating in a way that simple bulk and threats could never be.

Is there a problem? (600 CP):

You are a master of leveraging your position against others, and somewhere beyond a master in the art of forming agreements and compromises. Even those bargains that heavily favor you over the other party are accepted, as you wield your reputation and power with the finesse of a rapier and the force of a charging dragon to effectively force others to submit to agreements that give you a position of power over them. The greater your power or social position over the other party, the more effective this is. But even if you are of lower social standing, you can still force an agreement that favors you slightly more than the opposition.

General Perks

Delectable Descriptions (Free):

You know just what to say to entice the appetites of others, and words flow from your mouth (or fingers) like honey when you describe food to others. People will drool and their stomachs will rumble from the lovingly detailed expressions of flavor and delight you can create, and every meal you describe is almost, just almost, like they could taste it themselves—enough to make them deeply desire to take that bite for themselves, even if the food isn't present... or doesn't exist in the first place.

Discerning Palate (Free):

Your tongue excels at discerning fine flavors and different cooking techniques, and all food tastes greater to you. You can pick out the smallest details of the preparation, and everything down to fresh and how aged the food has been. You can easily pick out individual flavors from the group and focus on them, and can determine the exact proportion of herbs and spices that go into making a given dish.

Indeed, by tasting a food, you are able to mentally deconstruct how to go about preparing that food... as long as you've had experience with the individual ingredients and the specific cooking techniques used, at least. It won't help you recognize a completely alien food cooked in a way you've never encountered before.

Barfly (100 CP):

When it comes to drinking, the only person who comes close to you is the Master Inventor herself. You could drink an entire tavern of people, minotaurs and dwarves included, under the table, and never get more than pleasantly buzzed.

Can You Eat It? (100 CP):

You will always know whether a given material is edible or not, as well as what, if anything, could be done to make it edible. You will also know how to take care of food, or raw materials for food, that requires special or unusual preparation, such as you might encounter in a fantasy world.

Comfortable Travels (100 CP):

There are many forms of travel out there that aren't comfortable at all; first-time riders will be well-aware of the pains of sitting astride a horse for

a long time, a carriage can be a pain in the ass if the road isn't smooth, and anyone who flies dragon air will be at the mercy of the freezing winds without the standard mage aboard to keep the passengers warm... assuming the fear of heights hasn't made you pass out. Fortunately, this perk ensures that no matter what method of travel you take, it will always be comfortable to you, and won't cause any pain or distress.

How Does It Fit? (200 CP):

The lizardman woman Luca's boyfriend is Drag Norbrynd (aka Nobu), a full-fledged dragon. He's so huge that when Luca hugs him, she can only embrace about half of his face. Yet somehow they've made love. This perk guarantees that despite any physical incompatibility between yourself and any partner(s) you may have, it will never prevent both of you from enjoying copulation with one another, even if it by all rights should be anatomically impossible between you. This includes protections from everything from size differences to one partner being made of elemental fire to protection from spikes to one partner having urges to cannibalize the other after coitus finishes. It even grants immunity to sexually transmitted diseases and infections.

The Fae Path (200 CP):

The Unfaltering Woods serve to shelter the hobbits who live within by swiftly guiding those who enter it back out. Intended as a form of nonlethal defense, it has become a much-used shortcut due to how it prevents people from getting lost and quickly guides people from one side of the forest to another. A special form of this woodland blessing has now come over you; when you travel, you and your group always arrive at your destination twice as fast as you reasonably should, and while traveling it is impossible for you to get lost, even if you don't know the precise location you're going to.

Soft Strength (400 CP):

Your physique isn't particularly built, and you look no stronger than normal, but appearances can be deceiving; you have enough physical strength to overpower a full-fledged minotaur and crush them into the ground, even if your build was that of a dainty lady. If you have some method of changing your appearance, you are always able to exert force in a weaker form as if you were in the most muscled body available to you. You also have precise control over your strength, able to easily handle the most delicate of materials even if you have the raw power to bend steel in your grasp.

Mountain Slasher (600 CP):

You possess superlative combat skills, far beyond what the gladiators could hope to achieve. You're on par with Kogarashi, a swordsman so skilled that he was mistaken as a wizard, and grouped together with the other 9 mages of the Ten Great Elites. Besides being a true master of combat, you can cut the air so perfectly that your slash sends a wave of cutting air to slice through distant enemies... or allow you to cut apart an enemy larger than your own blade. But your real specialty is in iaijutsu; you can draw any weapon from its sheath or holster in an instant, regardless of size or shape, and when you do so as part of an attack, its power is amplified twofold.

If combined with Soft Strength, you'd be able to swing around a sword five meters long as if it were no heavier than a fan. More than that, you could not only slice a giant kraken in two with a single swipe of your blade, but split the ocean behind it for dozens of meters.

Items

Every origin receives 2 floating discounts of each price tier, that they can apply to whichever purchase they desire. Discounted 50 CP items are instead free.

Bowl-less Fishbowl (50 CP):

A fishbowl without a bowl; instead, it's just a sphere of water held together above a magical base. The base ensures that the water isn't only held together, but also keeps it a healthy level of oxygenation for any fish you place within it. By adjusting the base, you can make the "bowl" larger, up to the size of a small house, although you need to add the water (and the fish) yourself.

Delicacy Farm (50 CP):

You receive a farm; this farm has everything it needs (including workers) to grow a steady supply of all the ingredients needed to produce any and all of the Dishes you purchased, and in large enough quantities to provide for a single meal to an entire village once a week... even if the ingredients are supposed to be ludicrously rare or grow very slowly. If you recreate any Dishes in this manner, they will only be ordinary dishes, and will provide no additional benefit to someone who eats them. The Dragon's Treasure produced here is special, in that while it does not increase mana like proper Dragon's Treasure does, it also tastes delicious to everyone, and not just people with the local type of magic.

Electric Pipe (50 CP):

A simple pipe for smoking tobacco, but one that operates by transforming mana into electricity to ignite it. Comes with a pack of tobacco for smoking, one with a fruity aroma reminiscent of wine, with clusters of herbs in it that help your mind stay clear and focused. Guaranteed not to cause health issues, even from secondhand smoke.

Furzard Collar (50 CP):

A fur boa-scarf-thing from the blizzard cat (aka the “furzard”). This silky-smooth piece of apparel keeps you pleasantly cool in the spring and summer, but warm in the fall and winter, regardless of what you may be wearing, as long as you wear the boa.

The Maid Plays with Fire (50 CP):

A popular romance novel regarding a maid who falls in love with her charming master, it’s guaranteed to put romantic thoughts into the mind of anyone who reads it. A book much beloved by maids everywhere.

Mermaid Tears (50 CP):

You gain a narrow container that can release drops of the liquid known as mermaid tears. Once a mermaid tear comes in contact with a liquid, it will solidify into a gemstone-like structure, and also cause the liquid it is in to be carbonated and fizzy. Once the drink is finished, you can wash off the mermaid tear and put it in jewelry, as its teardrop shape and brilliant coloring make for a wonderful gem. Your container refills every night, and fits about 50 teardrops.

Phoenix Egg Cutting Knife (50 CP):

This is a gigantic knife the size of a longsword, close in appearance to a letter opener, if said letter opener was made of gold and silver and intricately patterned with the ornamentation one would expect of an instrument only used by the royal family on special occasions. It is traditionally used to cut off slices of the gigantic phoenix egg, a rare delicacy that is only served by the royal family on rare occasions, such as the coming-of-age birthday party of a princess. Despite its size and composition, it is surprisingly lightweight, and far sharper than it needs to be to cut through the gelatinous substance of the properly-cooked phoenix egg.

Liquid Assets (100 CP):

You have money. A lot of money. Enough to casually purchase meals that would be worth 3 months pay for a mere maid. In short, you have enough money to travel wherever you want and eat whatever you want. However, you can purchase this a second time to instead have as much wealth as the House of Sakbar has to throw around; although the least of the Four Great Noble Houses, with their prospects renewed due to Shunichirou's assistance, they're still one of the great economic forces in the land. If you purchase this a third time, you get as much money as the House of Lops, the greatest of the nobility of Austhia and an international powerhouse.

Mana Crystals (100 CP):

Crystals that, when you push mana through them, start to glow. If you hook them up to a proper mana generator—included free of charge—they'll start to convert that mana into electricity. A mage can get good money from providing the mana needed to charge mana crystals for a generator; you get a steady supply of fully-charged crystals, enough to power a mana generator non-stop to produce as much electricity as you need.

Sand Lizard's Fang Necklace (100 CP):

This large necklace incorporates the fangs of the sand lizard, which hold a peculiar property allowing them to glow brightly even with only minute amounts of mana. Yours won't require you to use mana, and will simply glow with the force of a flashlight for as long as you desire. If you do have mana, however—even mana from a different world—you can infuse it into the item to make the light briefly flare up to the point that it induces temporary blindness. You are immune to the light from this glare.

Empyrean Bonnet (200 CP):

This bonnet is made with feathers from the empyrean peacock, a creature far more glorious and majestic than the drab Earth peacocks you may be familiar with. Besides making you look absolutely fabulous, they also provide a bonus to your charisma, and wearing the bonnet for extended periods of time will actually make you more beautiful. People attacking you will have a subconscious inclination not to harm you (well, more particularly the hat, but you as well to a lesser extent), and their attacks are more likely to avoid you. This only applies to ranged attacks, however, as melee attacks are harder to "accidentally" miss.

Mantle of the Golden Bear (200 CP):

This cloak is made from the hide of the golden bear; not only does the fur glisten like freshly-polished gold, but it gives you a full half of the strength of that powerful beast, elevating your might far beyond what others of your species could accomplish.

Opal Cicada Heels (200 CP):

These high heels are made from the shell of the opal cicada, and also soft and comfortable to wear, once force is applied to them they become as hard as steel. Not only does this make them particularly effective as kicking weapons, but thanks to Jump-chan's modifications, you can apply this transformation to all of the clothing you may be wearing. As an added bonus, despite being heels they won't infringe on your balance or mobility in any way, nor be painful to wear for extended periods. How convenient!

"Safe Travels Charm" (400 CP):

A simple bracelet for luck in ~~love~~ traveling. If you wear this regularly, you are guaranteed to ~~encounter situations that would help you get closer to someone you love, or to establish a romantic atmosphere~~ not experience luck-based misfortune while traveling.

Automobile (400 CP):

You might want to hide this until the Master Inventor reveals her model first; getting the Lops and Sakbar families mad at you for revealing their secret collaboration on a new carriage model might make for an unpleasant stay in this world. It is, as you might have guessed, an old-fashioned car, one made to run on mana rather than gasoline. Nothing special compared to your Earth's vehicles, but it is completely safe for the environment, and both fast enough to vault off of a ramp and sturdy enough not to be damaged by the landing. Also, it's pretty damn fancy, the sort of thing you would expect from a collaboration between two of the wealthiest noble houses and the person who single-handedly started this world's technological revolution.

Millennium Tortoise Sunglasses (400 CP):

These tortoise-shell sunglasses are made from the shell of the rare millennium tortoise. While wearing them, you gain a complete immunity to time-based effects; paradox cannot affect you, you can move freely during a time stop, and someone traveling from a time where you are wearing your sunglasses to a time when you aren't, and killing you (or your parents) in the past, won't kill the you in the present. You are also immune to aging while wearing these, and for 48 hours afterwards.

Star Snake Skin Dress (400 CP):

A dress made from the skin of the giant star snake; although the outside of the snake is quite plain, once you turn it inside out, the inner layer of the skin glistens like the night sky to the point you can make out individual constellations in it. You can also alter the positions of the stars manually; if you happen to have any magic or special abilities that are based on specific celestial events or positionings, you can wear this dress to substitute for that specific prerequisite. Do note that adjusting the stars in the dress doesn't actually change the real night sky. Jumpers can get pretty crazy, so we thought that was worth mentioning.

Floating Forest (600 CP):

You have a whole-ass forest that floats on an island in the sky, similar to the Dragon's Forest. Yours doesn't have a dragon living in it, but it does have the same tree that produced the so-called "dragon's treasure" fruit. More than that, it is a large stretch of land in the sky that belongs solely to you. It floats in place, only moving with the rotation and revolution of the planet, so it won't float off. Well, technically it does move, but only at the same speed as the tectonic plates do, so not something you'll particularly need to worry about.

Frost Mammoth (600 CP):

You get a frost mammoth, a legendary beast from the far north that is larger than any mammoth on earth. Not only does it possess great mass, but it has a set of six powerful tusks, and the tip of its trunk sharpens to a point, allowing it to use its powerful trunk to gouge enemies at a distance. Finally, it is capable of breathing out liquid ice in sufficient quantities to counter a powerful stream of fire from a top-class combat mage. Yours is well trained and obedient to you.

Guardian Golem (600 CP):

A golem such as those used to guard the royal family of Austhia; shaped like a human-sized knight, it is made of stone and is far stronger than its appearance suggests. Although technically mindless, it can simulate intelligence well enough to identify potential threats, while also making decisions using fuzzy logic to determine when something has the potential to be a threat, but isn't actually one. You can give them loose orders, and they will find a way to fulfill them. They are also spectacularly skilled at combat.

Whale Cruise Ship (600 CP):

This is a peculiar species of massive whale that, through a combination of selective breeding, shaping of its biology, construction, and bizarre quirks of magical evolution, has an entire small town inside of it. It has shops, restaurants, hotels, spaces for amusement—everything you would expect to find on a top-of-the-line cruise ship, except it's inside a whale. It comes complete with a community of shopkeepers, chefs, waiters, sailors, a pilot, beast handlers, janitors, and everything else that might be necessary for this community to continue to function and provide for passengers.

Typically the entrance fee is so steep that everything on board is free, but you are free to set whatever prices you want.

Oh, and you get inside of it by riding a sled down the blowhole. But for some reason, you aren't in its lungs, and can't even see exposed flesh, as it's all covered for a more inviting aesthetic. What's especially weird is that the whale doesn't seem upset by this situation at all.

Dishes

How could it be a jump about eating culinary delights without providing you with the meals in question? Here, you can purchase some instances of the strange and amazing dishes that this world has to offer; rather than directly giving you the food, however, this simply guarantees that you'll have the opportunity to eat it during your time in this world, and that it will be among the best of that cuisine the world has to offer.

Hm? That's not good enough to spend CP on? Well, it's a good thing we're instead providing you with **1000 Delicacy Points** with which to purchase this food. In addition to that, the first time you eat any of these foods, you are guaranteed to receive a magical benefit of some sort specific to that dish. Note that nothing prevents you from eating these foods normally, you just aren't guaranteed to encounter them and they will provide no magical benefits.

You may gain more Delicacy Points by converting CP to DP at a 1:2 ratio.

Bon appètit.

Arctarian Fruit Liqueur (200 DP):

Simple enough, it's a high-quality liqueur imported from Arctaria. It's considered one of the finest wines available, typically served by nobles or at particularly fancy restaurants. This one in particular is well-aged, and will hold a bright and fruity fragrance that's guaranteed to appeal to anyone with even the slightest interest in quality alcohol. And higher quality alcohol might be all that you experience from now on; you have the ability to perfectly age anything to its "best" point. For alcohols, this ages it to the point it tastes the best; for overripe fruits, it freshens them. Does not return anything to life, nor can it adjust the age of still-living things, but any object can be aged or youthened to the point that you consider them "best".

Arctarian Honey (100 DP):

In this world, honey isn't made from bees; instead, it comes from the candy wasp, which is pretty much the same thing except bigger and meaner. Fortunately, you (probably) aren't a honey farmer, so won't have to worry about the wasp. What they do with their honey is form it into the orbs, which naturally harden. These extremely sweet treats are then harvested and sold abroad; although not as expensive as sugar, they're still worth a pretty penny.

Although maybe you want to worry about the wasps? You gain the ability to summon swarms of candy wasps and command them to do their bidding. They'll always obey as intended, and when you're done with the swarm they'll simply disappear into the void as they teleport back to their hives.

Big Shadow Lizard (400 DP):

A type of large pest that sneaks into storerooms and eats up whatever it can find. However, it also decreases the number of other pests, as it eats them too. They disappear into shadows cast by other objects, so hunting them has to be done with light sources to burn away the shadows they hide in. They're considered good eating, but to a non-native of this world it may be an acquired taste. You gain the ability to hide in shadows like the big shadow lizards can, completely disappearing from the perspective of the rest of the world as you merge into the shadow, although you'll be thrown out of the shadow if light banishes it.

Candy Wasp Honeycomb (200 DP):

The honeycomb of the candy wasp isn't normally served, but whenever the bearish earth god of the Baphiras region raids the local candy wasp hives, the broken remnants of the honeycombs are given a bit of cleaning and sold off, as it's considered good luck. It's delicious and crispy, being infused with the highest-quality honey of the candy wasps that has yet to be solidified into the orbs that candy wasp honey is typically seen in. Not only does this provide a minor increase to your luck, but it seems that some of the spiritual energy of the earth god has been infused into the honeycomb as well; any magic you have becomes mildly more potent.

Croque Monsieur Set (400 DP):

A dish consisting of slices of toast, a candle, and what looks like a rock. In reality, the candle is actually made of cheese; you light the candle, and then scoop off the melting cheese onto the toast. The "rock" is actually dried jerky from the rock lizard; you use a scraper to scrape off shavings of meat onto the sandwich (if you value your teeth, don't bite into the whole

thing!). The result is a delicious toast sandwich; the cheese and bread are high quality, but the true crowning glory of the dish is the jerky, which is rich and flavorful and reminiscent of bacon. What's more, it's actually a dish cheap enough for college students to afford, despite tasting far better than you'd expect. You gain the ability to turn your skin as hard as rock, while remaining as flexible as the skin it really is.

Dragon Steak (100 DP):

A much-beloved delicacy, this steak is made from the finger of a dragon. However, it is an extremely gamey meat, intended to be eaten by those with significantly sharper teeth or stronger jaws than humans. For humans, the sheer time spent trying to chew it ruins the flavor. For the many varieties of natives with the proper jaw structure, however, it is a rare delight to have, being served with a variety of herbs and spices to accent the flavor, and with an aromatic and tasty sauce that complements the meat perfectly. Eating dragon Steak improves your bite strength; not only the force with which you can bite down, but also the force with which you can grip and chew, as well as the hardness of your teeth. After eating a dragon steak, you would have no problem chewing through a plate of solid steel!

Dragon Steak (True) (600 DP):

We may have told a small lie with the previous example, but it isn't something that needs to be said to most natives of this world; that "dragon steak" wasn't real dragon meat. It's actually from a mock dragon, which is specifically bred as food and is non-sapient. If anyone tried hunting dragons for food, they'd come down from Dragon Nest and burn everyone's cities to the ground in a combined swarm of fury that would make their presence in the Great Austhian War look like the wrath of an angry housefly.

But this... this is *real* dragon steak. Fairly negotiated for and severed from the tail of an actual dragon, it is carefully grilled by the best chefs in the world, with melted Eldanian butter tenderly poured over it in the closing minutes of cooking in a perfect arroser. It shares the same herbal fragrance as mock dragon steak, but true dragon meat has a tenderness far superior to the fake stuff, and the flavor is beyond compare. It has the springiness of premium red meat and dense muscle fibers; it doesn't quite melt in the mouth, but falls apart easily, and chewing is a sensory delight. It is, in short, nothing less than the sublime taste of fantasy itself.

And as befits the greatest meal, it also provides the greatest reward; you can transform into a dragon. A real, full-fledged, fire-breathing dragon. Now, if you happened to have chosen the dragon race to be earlier, this might not seem like much... but it now allows you to transform into an older and more powerful form, seeming ancient with millennia of growth that make you as much larger in comparison to a normal dragon as a normal dragon seems in comparison to a lizardman.

The Dragon's Treasure (400 DP):

A unique fruit grown from a tree which grew over the body of a sleeping dragon; despite the name, the elder dragon who rests below it has no particular clinginess to it, and is content to share it with anyone who comes by... so long as the fruit is in season, that is. You see, this fruit is made of liquid, and holds a strange texture somewhere between gelatin and liquid; when it gets too ripe, it simply bursts apart. It's possible to grasp hold of it, but the surface gives lightly to the touch. When you bite into it the juices seep into your mouth, holding a unique flavor only discernible to those who hold mana within their bodies. While to a human without magic it would only taste like watered-down apple juice, to a native of this world it

is a treat without compare holding the very flavor of mana itself. Indeed, consuming this treat will make your mana capacity grow—and that's just the fruit itself, not even the fiat-backed benefit! Which is, honestly, pretty closely related—it provides a similar increase to all of your energy sources, from ki to fighting spirit to spiral energy to magic to psychic power to... any other pool of power you may have, honestly.

Flame Steak (400 DP):

The special dish only able to be made by a mage, this is nothing less than a chunk of elemental fire, kept to room temperature by magic. You swallow it whole, and proceed to experience the meal with your entire body, not merely your mouth. You can feel the energy surging into you even as it passes through your throat and settles into your stomach. It is nothing less than the taste of fire itself.

As suits such a dish, eating it will grant you control over fire itself. You can't produce fire from nothing, but you do have precise pyrokinetic control over any sort of flame within a hundred meters of your position.

Flying Snake Kabayaki (200 DP):

It looks like fried eel on a stick, but tastes exactly how you would imagine a reptile would taste (which makes sense, seeing as how it is one...). The "flying" part is where the real treat is; it has what looks like large dragonfly wings, and they provide a delightful crunch and are bursting full of delicious flavor, much unlike you would expect from actual bug wings. By consuming some flying snake kabayaki, you'll gain the ability to fly yourself, zipping around with all the maneuverability of a dragonfly, and a good deal more speed than one, too.

Forest Butter (200 DP):

Once a treat exclusively reserved as tribute to the Imperial Family of Arctaria, this is actually a dish eaten by itself rather than serving as a flavoring to other food. Forest “Butter” is actually the center of a large, avocado-like fruit, which has the texture of crème brûlée (except for the surface, which is baked to a thin layer of crisp). It has a light and refined sweetness, which is inherent to the food rather than something added by sugar or honey. After eating Forest Butter, you will gain the ability to connect yourself to nature; by touching a plant of greater mass than your body, you can merge into it, and re-emerge from any sufficiently large plant within a kilometer of your location. This does nothing to protect you from cactus needles, so you should probably stick to trees and large bushes.

Fried Star Potato (100 DP):

We’ll be honest, it’s just a potato that looks like a star. That said, potatoes can still taste pretty good and it’s a popular street snack that even nobles are willing to eat. Eating this food will grant you a simple but very valuable power; you’ll never think of yourself as being too good for something. No matter how high you climb in life, you will never forget your roots, and will never discard enjoyable experiences or fun times because you view it as beneath you.

Frost Mammoth Snout (400 DP):

A sacred food to the peoples of the north due to the difficulties in hunting the magnificent beast, the snout of the frost mammoth is considered to be the most savory and desirable cut of meat. When cooked properly, it becomes delightfully delicate, with meat as easy to cut through as pudding—it’s typically served with a spoon, rather than fork and knife. It tastes like meat ought to, but it melts in your mouth like water. It has

absolutely no fat, being pure meat, yet nonetheless dissolves, giving a strange and wonderful sensation. It has a wild and heavy flavor with plenty of gaminess, and drips with the flavor of a rich broth of herbs and spices.

By consuming the meat of the frost mammoth, you will gain the ability to breath out liquid ice just like them, in a stream as powerful as a fire hose.

Glass Rose (600 DP):

A specialty of the Lucmonde family, the glass rose looks like... well, a rose made out of pure glass. However, it is fully edible with a delightful crunch. Glass roses are rarely served on their own, however; instead, you pour a soft white yogurt into the center of the rose, stir it about, and eat it with a spoon. The elegant and sweet scents and flavors of the rose mix with the sourness of the yogurt to produce a delightful flavor. By consuming the glass rose, you gain the power to transmute objects into glass with a touch.

Grilled Sky Fish (200 DP):

Sky fish are found in a holy land close to Alf Village, a place resembling the ocean floor, but fully above ground. Butterflies are attached to fishing lines and floated up into the sky, where the sky fish bite and are pulled down to the ground. Because of the difficulties in catching them *en masse*, and due to their isolated habitats, they are a bit of a rare treat. By eating the sky fish, you gain the ability to breathe air and water interchangeably, each as easy to draw breath from as the other.

Grilled Tsuchinoko and Flower Salad (200 DP):

The tsuchinoko is basically a fat snake that rolls around to move. However, when properly grilled it has a delicious crispy skin; the meat is light and

simple with some good fat, being soft, tender, and not remotely gamy. It has a subtle bitterness to it, perhaps due to the sauce being made from the tsuchinoko's liver. It is served with a flower salad with a light fruit dressing.

Like the tsuchinoko you gain the ability to roll about at high speeds, and are easily able to breach 4 times your running speed simply by rolling.

Jewel Lobster (600 DP):

Jewel lobsters are typically shown alive to the one who orders the dish, and promptly cooked so they know they have the freshest possible dish. While alive, they're a bit of a disappointment; they only look like rocks. After being cooked, however, their skin turns harder and transparent, the subtle angles in the lobster's flesh resulting in the finished dish looking like someone carved a giant gemstone into the shape of a crustacean. Its flavors are rich and succulent; despite what one may expect from such an ostentatious appearance, the food is fully as delicious as it looks.

For eating the Jewel Lobster, you gain the ability to eat *actual* jewels. The more expensive a gem you eat, the more your magical OR physical power increases, chosen with each new jewel you eat. It's only ever a mild increase per stone, but over time it will add up.

King Clams (100 DP):

A very expensive dish, steamed in fruit wine and served with the freshest Eldania butter. Although a good dish on its own, it is best served with ground-up flakes from the clam's pearls, which are good for your skin. That said, each pearl is worth a gemstone of comparable size, so it's a very expensive treat only consumed by the fabulously wealthy, and those

fortunate enough to somehow become their friend. The pearl flakes seem to have done wonders for YOUR skin, however; your skin is perpetually clear and free of blemishes, and any calluses you may have are smoothed over. Yet, it also made your skin mildly tougher, making it as resistant to injury as a callus but as soft and supple as it could possibly be.

Kivieda (200 DP):

A kid's snack from Arctaria, it looks like a small log, but is actually eaten like a banana... although in terms of texture, it's more like eating sugarcane. With just a bit of sweetness, it makes for a delicious and healthy treat. Eating one helps you get in touch with your inner child, in a rather literal sense. You are now able to change yourself to any appearance you had in the past, letting you become young again for as long as you want before returning to your "current" appearance.

Kraken Sucker Steak (600 DP):

A steak made from the sucker of a kraken; a single sucker alone is so large you need a tray to eat it. It has an unusual texture, and seems to bounce and jiggle in your mouth as you eat it. Due to the size and rarity of kraken, it makes for an extremely rare delicacy that few get to enjoy, although sailors tell tales about it. From eating this steak, you gain the power to grow in size, letting you expand your body up to the size of a kraken (the main body, not including the length of the tentacles). You can, of course, shrink down again as well, and can control how large or small you are up to the extremes permitted.

Light Road (400 DP):

A wine made from the berries of the firefly tree, once decanted it starts to glow with a deep inner light; you get the most recent improvement to the

wine, and it glows bright enough to be seen even in a lit room and takes a full hour for it to stop shining. It has a luxurious sweetness and a mellow fruity fragrance. It's what's known as an "ice wine", grown deep in the frozen tundra, and squeezed by hand; only about 1/8th of the normal volume of juice is extracted. Ice crystals grow and sugar gets concentrated in the fruit, leading to a superbly sweet drink.

Light Road grants you the ability to selectively treat light as though it was solid. This allows, among other things, for you to walk on air or produce solid illusions (should you already be capable of crafting illusions, at least). You could grab a "piece" of light and use it as a powerful shield, or pull the light reflecting off of someone to yank them closer to you.

Mandrake Stew (400 DP):

Did you know mandrakes don't actually produce lethal cries? That's just a myth made up by farmers to get pesky brats to stop messing around in their gardens. Mandrakes are actually a high-quality material, as magic power gathers in the roots and can be used to make potions and such, making them highly desired. The mature form of mandrakes can even take the form of the mage who raised them. Also, they're semi-sapient and capable of speech. If you can bring yourself to eat it despite that, you'll find that it has a faintly carrot-like flavor, with close fibers giving a light and juicy crunch, soaked with chicken in a soup with a roux base.

Mandrakes may not actually have lethal screams, but yours can be after you eat this dish. At your discretion, you can vastly amplify the sound of your voice up to the point that it can cause physical damage to people and objects; you could indeed kill someone at close range by screaming at them if you so wished.

Munielle the Goddess Shell (200 DP):

This expensive dish resembles nothing so much as an overly large sea angel; it has the texture and consistency of squid, while bearing the signature flavor of shellfish. Of course, that's only the main meat of it; the red portion of the dish intensifies its flavor to an intense deliciousness that's hard to find elsewhere.

Consuming this delicacy will grant you the power of hydrokinesis; although you can only move around a few gallons of water at a time, you are also able to be very precise and forceful with it, allowing you great versatility.

Opals of the Firefly Tree (200 DP):

Not sold individually or in bunches, but coming complete with the miniscule firefly tree itself; the reason for this is that when on the branch, the berries of the tree glow with a soft and shifting light that radiates outward from the center and ripples upon the surface, giving the fruit the name "opals". It is extremely sour to start with, but the flavor rapidly changes to become sweeter, and the aftertaste is even more delicious than that. It is the perfect sweetness of a fruit, and vaguely reminiscent of jam. When plucked, the light will gradually abandon the berry; it will also start the process of becoming sweeter, but the sourness is part of the experience.

Opals of the firefly tree are full of the spiritual energy that fairies need to stay healthy, and now you are full of energy, too. This isn't an energy you can access yourself, but when other people are running low on energy, mana, or anything along those lines, just being around you will boost their energy recovery many times over.

Phoenix Egg (600 DP):

The phoenix is the sacred guardian bird of Austhia; to protect it, the royal family dictated that its egg can only be consumed on rare and special occasions. When it is consumed, though, it makes for quite a feast, as the egg is very nearly as large as a person. Properly cooked, the egg is soft and jiggly as gelatin, with a texture reminiscent of the century egg dish from Chinese cuisine. The white of the egg is rich in flavor, which spreads slowly and subtly through your entire mouth as you eat it. The yolk, however, is heavy and golden in appearance, and looks to be metallic; as hard as it looks, however, it is in reality viscous and liquidous, and once you bite into it the dish veritably explodes in flavor. It's the sort of meal that is superbly delicious even without condiments, which would only detract from the flavor.

Consuming the egg of the phoenix grants you the bird's famous regenerative properties, and allows you to, once per jump (or once every 10 years, whichever comes first), resurrect yourself from death in a burst of flames.

Raw Slime (200 DP):

Very rare. Extremely raw. As in, "you eat it while it's still alive" raw. For greater flavor and post-swallowing stomach sensation, you typically squeeze berry juice over the slimes, which is very painful to them and makes them scream out in agony. Then you just slurp them up while they're still alive, and they move around in your stomach. And sometimes continue to scream. Slimes taste very salty, which may be why the berry juice is added.

Notably, this is the only dish Shunichirou has been observed to turn down.

By consuming the raw slime, you take on some of the traits of a slime itself. At your desire your body, in part or in full, can become amorphous and gelatinous while retaining your full ability to move, letting you creep through narrow spaces and move in unusual ways. Your body always reforms properly, as long as all of your parts are still there.

Sautèed Dragon Shark (200 DP):

The dragon shark is unique to Eldania waters, and is a truly massive fish, reaching more than 14 meters in length—that's just a bit smaller than the megalodon! It's quite the surprise to eat, because it doesn't taste like fish at all—rather, it tastes like white meat, but with the texture and consistency of red meat. For eating this meal, you gain the ability to swim at the speed of a striking shark, and your physical strength is boosted several times over while in the water—enough so that even as a normal human you could hold open the mouth of a dragon shark if it tried to eat you.

Spools of Mochi Spider Web (400 DP):

Spun by working with a group of mochi spiders, this food looks remarkably similar to cotton candy. However, as an eating experience it couldn't be more different; rather than sweet, it is salty to the taste, and its texture is very similar to that of mochi.

You gain the ability to project webs from your body from eating this, which have the sort of strength and stickiness you would expect from spider silk. However, if anyone bites it, they'll see that it's actually mochi spider web. You can project the web from any part of your body that you like.

Steamed Rice with Red Hikuidori (100 DP):

A large hunk of meat from the red cassowary (hikuidori), it's been largely hollowed out and stuffed with steamed rice, cooked to stay chewy as you eat it. Best served when glazed with honey, it's a high-class dish... even if the only fantastic thing about it is that the cassowary is red.

As befits such a mundane dish, you receive a mundane benefit. Pick any three skills; you become as proficient as a master in that skill, someone with decades of experience.

Supreme Black Lizard Fried Rice (100 DP):

A much-loved commoner food, this fried rice is sprinkled with cooked-but-intact lizards. These lizards have a very juicy meat, making them a delicacy to dig through the rice for—just be sure not to eat all the lizards first, only little kids do that! Consuming the supreme black lizard fried rice gives you the ability to always ensure that you appreciate what you have in life; you'll never grow tired or completely used to what you have been given or have earned, and will always be able to be grateful for the life you've led.

Sweet Treant Pancakes (400 DP):

The idea of making pancakes out of wood is weird enough—but it's not really wood in the first place, because treants are actually a specific sub-breed of mimics. Nature sure is crazy, huh? It's served with lots of Eldanian butter and topped with sweet treant syrup. Although it looks like wood, it is actually light and exquisite with a flavor similar to, but not quite, what you would expect from pancakes. They're quite thick, and it looks like a tree stump has been set on your plate. Despite looking tough, it is actually

extremely soft; furthermore, the sap syrup is smoother than typical maple syrups and soaks deeply into the material of the pancake.

But honestly, can you really call it a pancake anymore? Regardless of etymological concerns, eating this will give you some power over the forest; you gain the ability to manipulate and control plants, and even force them into rapid growth to better enable your powers.

Totato Stew (200 DP):

A classic commoner meal, this is a basic part of home cooking. Using preserved meat, it's soaked in totato broth until it's made tender and the totatoes are neither soft nor hard. It has strong, heavy flavors with salt as the only seasoning. To someone used to the complex flavors the nobility is used to, it could be considered the very definition of "elegance in simplicity".

For eating this stew, you yourself will find that following the doctrine of "elegance in simplicity" will only ever benefit you. Wearing simple clothing will be accepted even at grand and noble events; serving simple dishes would be admired by even the fanciest king; making straightforward statements would never be treated as gauche or a social faux pas. This applies to other parts of your life as well; foods garnished and flavored simply will taste better than they otherwise would, weapons made to be purely functional will work as well as the most perfectly constructed masterwork, and just about anything you could imagine doing in a simple or straightforward manner will be just as effective, or more so, in comparison to taking a more elaborate or expensive alternative.

Two-Hundred-Year-Old Water Fruit (600 DP):

Sometimes the dragon's treasure doesn't burst after ripening, nor does it fall off; sometimes they just sit there in the wind, slowly soaking in the passing of time. And that's just what this fruit is—a whiskey red color, like that of sun-bronzed wood, this watery fruit's flavor is that of time itself. It is supremely sweet, like nostalgic memories, and the flavor explodes into your mouth upon biting. Furthermore, because it has absorbed time, it has also absorbed a host of memories, and the eater will experience those fragments of memories that were carried to the fruit on the wind.

For eating such a treasure, you will gain access to the collective memories of all people who have ever lived in your present jump. Finding a specific piece of information will be almost impossible, but ultimately all information that exists is somewhere within this collective memory.

Companions

Fellow Gourmets (50 CP):

It would be a shame to come to this new world and experience all its delights all by your lonesome, wouldn't it? To accompany you as you try this world's delicacies, you may import a companion; alternatively, you can create an entire new companion from scratch. Such companions have an origin and race of your choosing, and have **600 CP** to spend on perks and items; they will share the benefits of whatever Dishes you selected when you eat them, but cannot obtain DP. Although each companion is normally **50 CP**, as a bonus for buying in bulk you can take a full set of 8 companions for only **200 CP**.

A Colosseo Gladiator (100 CP):

A lizardman gladiator who fights in the Colosseo for fame and fortune. It's not like the blood sport it has a reputation for being, as killing one another is strictly prohibited and the sponsors would be very upset if they had to go through the time and money of training a replacement. Still, engaging in showy combat with one another for the crowd is quite the workout, and this gladiator is tough as nails as a result. Because you can't just show off to the crowd; it's a regular event to bring dangerous animals into the pits to fight the gladiators. It may be a sport more about showing off than bloodshed, but there's still enough authentic violence that anyone who isn't on the top of their game is going to get hurt.

A Lops Black Sheep (100 CP):

This cyclops debutante of the Lops family is something of an outcast among her own family due to her wild ways and rambunctious behavior, as well as her complete disregard for proper decorum or maintaining the family reputation. She hasn't technically been thrown out of the family, but she has been cut off the allowance normally given to members of the House of Lops and her parents have removed her inheritance from the will. Well, fuck them too; she... well, she does care, but she's much angrier over it than she is sad. She doesn't have any experience living as a commoner, however, and has mostly been making due by selling her jewelry.

A Secretive Maid (100 CP):

This is a maid of a race of your choosing who has been sworn into your service. Don't worry about paying her, Jump-chan is taking care of that. She's loyal, knows when to keep her mouth shut and knows when you want someone to talk to, and also happens to be an excellent chef. She tries to hide the fact that she is actually the author of *The Maid Plays with*

Fire, and is embarrassed by the popularity of a novel she only submitted to publishing because she got drunk.

A War Veteran (100 CP):

This beastfolk man is approaching middle-age, but he already feels like he's lived enough for two lives. A veteran of the Great Austhian War, he's had a hard time adjusting to peace. Don't get him wrong, he loves the peace he fought so hard to attain, but he just can't forget the experience of war or the lives that were lost in it.

Drawbacks

If you want extra points, you can take drawbacks here. You may take as many as you're willing to deal with the consequences of.

Supplement Mode (+0 CP):

Perhaps you aren't going to this world after all, but are merely bringing its culinary delights to someplace else entirely? At your discretion, you may instead use this jump as a supplement to another jump, keeping their supplies of CP separate and merging the worlds to whatever degree you feel is appropriate. However, you *can* convert the CP of the other jump into DP for purposes of buying Dishes.

LAND! Solid Land! (+100 CP):

You develop an intense phobia of flying. Events will conspire that you will need to make use of the dragon flight services of Dragroad Airlines at least a few times every year during your stay here.

Made for Maidery (+100 CP):

You will be spending the entirety of this jump as a maid. You will have a wealthy individual you are employed by, and you cannot go more than two weeks without being in someone's employ as a maid, or else you fail the jump. If you're a guy, don't worry! You will still be a maid, and nobody will find it odd that you're a guy dressed in a maid outfit so don't worry about transphobia preventing you from getting hired. Oh, yes. You *have* to wear the maid outfit, at least while you're working. Unless your boss wants you to wear something else, then at your discretion you may wear the alternate clothing.

Mmmm, Slimes (+100 CP):

Every day, you will be required to eat a bowl full of raw slimes. You can't kill them first; you need to eat them while they are still alive. You will be provided with this bowl at the beginning of the day, and if you don't eat it by the end of the day, you will fail the jump. Fortunately, the slimes can't escape the bowl apart from sliding down into your stomach. Oh, and they're going to move in your stomach, and probably scream at you.

The Nose Knows Nothing (+100 CP):

Your nose can't smell anything, although you can breathe through your nostrils perfectly fine. Your eating experience will be diminished from being unable to smell, you know.

There's Nothing Like Fantasy Here (+100 CP):

You are incapable of appreciating the marvels and wonders of this world. Magic will elicit a yawn, the wide variety of species provokes no response, and the most delicious and unearthly of meals this world has to offer will provide you no particular joy other than having tasty food.

Down on Your Luck (+200 CP):

Like the Sakbar family before hiring Shunichirou, your economic prospects look bleak; unlike the Sakbar family, there's no recovery awaiting you. No matter what you do, the vast majority of money you possess or obtain, be it through in-jump means or out-of-jump resources, will disappear. Perhaps it will go to paying debts, perhaps it will be stolen; it hardly matters. What matters is that you are left with only as much as a maid's salary.

Muggle (+200 CP):

You lose all access to all abilities that could be considered magical; like a human in Austhia, you're entirely incapable of using magic.

Noncombatant (+200 CP):

This world isn't a particularly violent one—not nowadays, at least—so there isn't much need for your more violent abilities. From now on, you are incapable of deliberately causing physical harm to someone else.

Numbed Palate (+200 CP):

Your mouth is numb. Besides making you bite your tongue more, it guarantees that you will not be able to enjoy anything about food; not the flavor, and not even the texture. At least you can enjoy the sight of it?

The Great Austhian War (+300 CP):

You start this jump years before the start of the manga, at the beginning of the Great Austhian War between Austhia and Arctaria. You must select a side, and bring the war to a close before your stay is over. If your chosen side loses the war, or if the war is still going after 10 years, you fail the jump.

If you side with Austhia, then the number of the Ten Great Elites will be halved; without a strong enough counter to the dragon forces of Arctaria, Austhia is going to lose... at least, without you to interfere.

If you side with Arctaria, then only half the number of dragons that originally came from Dragon Nest to support the Arctarians decided to follow the ancient contracts, leaving Arctaria—which already lost the war originally—in a dangerous spot.

Power Lock (+300 CP):

If Shunichirou can make it in this world as an ordinary man, then so can you. You lose all access to whatever perks, alt-forms, powers, and abilities you may possess, and are reduced to your Body Mod.

Sealed Warehouse (+300 CP):

Who knows what you have in that warehouse of yours? You might have infinite supplies of food, or enough delicacies that you would never need to try the local cuisine. To ensure that you remember to eat at local

restaurants, we're going to seal access to your Warehouse and prevent you from using any items other than those purchased in this jump.

Ending

Have you had a good time here? Did you try lots of tasty foods? I'm sure you've had plenty of experiences with alien foods by this point, but it's nice to try out a world that's focused around such things, isn't it? Anyways, now it's time for you to make a choice; regardless of your decision, your Warehouse will be provided with a small attachment in the form of a restaurant; just ask the shadowy form behind the counter for any meal you had while you were in this world, and the restaurant will serve it to you.

Will You Go Home?:

Perhaps you miss the taste of a home-cooked meal from your hometown after trying so many unearthly dishes?

Will You Stay Here?:

There are worse worlds to end your trip on, and certainly ones that are far less appetizing.

Or Will You Continue On?:

There are still new worlds to visits and new delicacies to be explored; you can't stop here!

Notes

The “Safe Travels Charm” actually conveys both benefits.

Yes, that’s the name of the manga. I feel like Gourmet in a Different World is a better name, but that’s the name it’s known by so that’s the name I used. Not to be with Gourmet of Another World, which is a different jump entirely based on a cultivation novel.

Up to date as of chapter 34

There’re a couple foods I wish I could have added (whatever the meal was at the start of chapter 27 and the fruits from chapter 32), but they never even got named...

Changelog:

- Version 0.5:
    - Created jump
- Version 1.0:
    - Spelling/Grammar corrections
    - Added Supplement mode
    - Clarified that companions cannot obtain DP themselves.
    - Allowed you to decide what you receive a boost to with the Jewel Lobster’s bonus.
    - Changed the point name from “cuisine points” to “culinary points”.

- Added the Delicacy Farm item, for people who want to actually make this place's food and not just eat it.
- Added the "Safe Travels Charm" item
- Added the Mountain Slasher perk
- Added the Flame Steak dish
- Added the Steamed Rice with Red Hikuidori dish
- Added Kivieda dish
- Added Forest Butter dish
- Added Kraken Sucker Steak dish
- Added Sauteed Dragon Shark dish