Yakitate!! Japan Jumpchain

v1, by dhasenan

Welcome to a world almost identical to our own. Across Japan and eventually the whole world, there are competitions for the greatest bread bakers, ranging from the straightforward to cruel challenges that would make Alton Brown cackle in glee.

A boy named Azuma Kazuma has just graduated from middle school and embarked on a quest to become the greatest baker in the nation, a baker who can capture the essence of the nation in a loaf of bread.

You are embarking on your own journey of fermentation and baking that will take you from underground ovens in Kabukicho to internationally syndicated battle-kitchens.

You have +1000 Croissant Power to start.

Allez cuisine!

Background and Location

You may be a drop-in or not at your choice. Pick your age and demographics freely. You start at Pantasia Southern Tokyo, where you have been accepted to compete for a job.

Perks

Making Bread Is So Much Fun (free): You can find joy in any kind of productive labor, especially crafting. You are always able to find paying work in the forms of productive labor you most enjoy.

Over-the-top Reactions (free): You gain a toggleable effect to allow yourself and others around you to make ridiculous levels of reaction to things. Taste an exceptional bun and your feathered mask might sprout an entire peacock. These reactions are never harmful and don't seem out of place, at least until fridge logic takes hold.

Ripped (free): You are unusually attractive and strong. You can choose how ripped or bishou[nen|jo] you are. You have an impeccable sense of style that allows you to pull off otherwise questionable fashion choices, such as wearing an opera mask with feathers all the time. You may have an Afro of Power.

Baker's Hours (-100cp): Bakers get up at the wee hours of the morning to start baking. To help you with that, you no longer need to sleep. You can stay on your feet and working with your hands for days without rest, and a couple minutes off your feat will see your stamina restored from exhaustion, your aches and pains vanished.

Goddess Fingers (-100cp): Your hands are far more nimble than normal. All your finger joints are double-jointed and you can control each joint individually at full strength. This somehow allows you to knead bread significantly more effectively.

Ja-pan #N+1 (-100cp): Unending imagination and innovation, though it's somewhat rate-limited. Azuma Kazuma was able to use his to replicate breads he had never encountered before and develop novel cooking techniques. You match him.

Pan Up (-100cp): You are imperturbable. Furthermore, you can break others out of any level of shock just by urging them to "pan up." In the presence of the smell of baking bread, they will become calm and ready to act instantly; otherwise it may take a few seconds.

This Is What Real Bread Tastes Like! (-100cp): You can share your love of a thing. The more over the top and ridiculous your demonstration, the better your love is communicated. Shove a loaf of bread into someone's face while making an impassioned speech about what real bread should taste like and they may become a fanatic.

A Windmill! A Reindeer! (-100cp): Azuma Kazuma was inspired by the interesting shapes of bread in a baker's display case. You can make bread in interesting shapes with no loss of production speed or quality. You can make similar cosmetic enhancements with any item you create.

Achievement-Based Rewards (-200cp): In a lot of jobs, how well you perform merely determines whether you are fired or not. Going above and beyond gets you nothing. For you, though, doing well results in guaranteed improvements in your rewards. Prove that you are one of the best in your field and you will get a commensurate raise and the option for a promotion. Perform a great service and you will gain a similarly great boon. This is guaranteed never to be overly burdensome for whoever is granting you the benefit; you can work for a tiny non-profit and still rake in the big bucks.

At a Glance (-200cp): You are exceptionally observant. Whatever faults you could otherwise discern about something in a five minute examination, you can now discover just by glancing at it. To determine the best parts of an object, though, or to compare two masterfully made loaves of bread, you will have to perform an examination.

The House Always Wins (-200cp): Recently, gambling regarding bread competitions has become popular. In this jump, you gain a small cut of all bets on bread. In future jumps, you may make gambling over a particular activity legal and gain a similar small cut.

Infinite Solar Dough (-200cp): Whatever materials you work with, you can prepare them in any physical shape you like, even those that should be impossible. Transparent croissant dough that's only 0.1mm thick? You can roll that out no problem. You don't even need tools for this.

A Miracle of Science (-200cp): Isolating proteins for optimal gluten formation, domesticating sea-based yeasts to allow high dough salinity, and other high-tech food science techniques are now your bread and butter. You've got a strong grounding in the entire field and could be one of the best with just a little effort. This applies to other similar fields like alchemy and organic chemistry, though food science is where it truly shines.

Rivalry (-200cp): This is a shounen series, and growth through direct conflict is a staple. When you designate a rival in a field, both your and their growth in that field accelerates. You must be acting as rivals for this to take effect, though you can be friendly rivals.

Solar Hands (-200cp): Several bakers in this series have "solar hands," warmer than average. Kneading with them allows the dough to rise faster. Somehow, these solar hands do not interfere with making laminated doughs. You have one better: you can control the temperature of your hands, setting them to any temperature between -40°C and 100°C with no ill effects to yourself. You are immune to the effects of high or low temperatures between the coldest place on Earth and the inside of a professional bread oven.

The 10 Billion Yen Clown (-300cp): You are adept at jobbing and hiding your true power level. Your powers and abilities cannot be detected except through your use unless you choose otherwise. If you haven't already revealed that you have a particular power beyond what's normal, nobody can guess that you have it. If you *have* already revealed it, you are more likely to be able to convince others that it was a one-off thing or a clever ruse.

Inspired Memories (-400cp): The food you make can bring visions to people's minds. Any sort of feeling or memory you choose, you can bake a loaf to inspire it in anyone who eats it. At higher skill levels, even a smell may be sufficient, and you could send someone to Heaven temporarily.

Items

Fully Stocked Kitchen (free/-100cp): A commercial kitchen. You could run a bakery chain out of this. It has an endless supply of restaurant-quality raw ingredients only usable for making food. By default, it's somewhat cramped, but for 100cp, it scales to the number of people working in it.

The Farm (-200cp): Quality ingredients allow even a novice home baker to produce good results. While a master baker can make good bread out of indifferent ingredients, they will also produce much better baked goods from high quality ingredients. This farm can produce anything you ask for in Michelin star quality. You can work with them to create custom cultivars. It only takes a week for them to prepare a crop for harvest, even something like almonds or cacao.

Headband of Food Safety (-200cp): A morphic accessory that counts as proper PPE for any task. It never interferes with your style, and it ensures that stray hairs never end up in your dough.

Petalite (-200cp): A block of stone. Put it in a normal oven and it bakes items as if they were baked in a stone oven. You have a number of variants that allow you to adapt any heating implement to work like any other, though the heating implement will have to have some kind of supernatural effect to emulate other supernatural effects.

Pantasia (-400cp): You now own the entire Pantasia bakery chain. In this jump, it's in a blind trust; you draw a generous stipend from it, but you make no decisions and have no authority. However, its leadership is competent and it will perform as well as can be expected under the circumstances (which, by default, are extremely favorable).

In future jumps: This leadership persists, but you have full authority. The staff can replicate any baked goods you can produce, but at a modest reduction in quality.

Companions

Your companions import for free, receiving no CP to start. They may take drawbacks for CP. Alternately, you may pay 200cp to import up to eight companions, each receiving 600cp. They may still take drawbacks.

To recruit someone, you must convince them to come with you, knowing that they are leaving their world behind. They count as a companion from the moment they agree.

Drawbacks

Drawbacks are worth +200 CP each unless otherwise marked.

Takitate!! Gohan (+0cp): Seems your ticket was booked wrong. Instead of baking bread, this jump is now about rice. So cook the best rice ever seen in Japan! *Not available for companions.*

E-endo-protease!? You are a frequent target for sabotage. This will never interfere with food safety, however; you may be a target, but the judges and your customers are off limits.

Fifty Loaves of White Bread: The good news is that you have a job. The bad news is that they treat you like a factory. You must spend eight hours a day baking simple types of bread according to recipes handed to you. Fortunately, you do get days off; you are scheduled for 225 days per year and have up to ten sick days.

Insurance: A certain executive at a major bread chain has decided to add a bit of an incentive for you to perform well. Perhaps you are monetarily dependent on them; perhaps they've planted a bomb in your research. Whatever they chose, it is guaranteed to be effective on you. If you do not remove their influence swiftly and thoroughly, you will be stuck doing what they want, or suffer painful consequences.

The Locals Don't Buy Much Bread: Bread's become unpopular these days. The standards are not at all reduced; if anything, they're higher. But salaries are down and finding a job is harder. *Not available for companions.*

The Takeover: St Pierre and Azusagawa Yukino are both angling for control of Pantasia. You must stop them by proving yourself better at both baking and running a bakery!

Twerp: You just graduated from middle school. It's going to be hard to be taken seriously, and a lot of jobs and competitions have minimum age requirements. You can finagle your way around them, but it's going to be a lot of work. Or get used to the Junior Leagues.

WHAT?! You are unable to anticipate what your opponents will do. You'll be caught off guard by a lot of normal things, though nothing that will get you killed or seriously harmed. And every time, you'll react with an over-the-top *WHAT?!*

What's a Cross-Ant? You may not be clueless about bread styles, but you do not know the real names for any of them. Or the names of various techniques. You also frequently forget these things and have to be reminded, usually through a demonstration.

End Jump Scenario

You must prove your understanding of jumpchain through the power of bread.

After every jump, you may bake a loaf of bread that captures the essence of that jump. Should you impress the Board of Judges twelve times, you may go on to bake a loaf that captures the essence of your entire chain. If they approve of that final loaf, giving you a baker's dozen of victorious loaves, you gain your spark.

End

Stay / Go On / Go Home