

Jump, Reddit Edition

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In a savage world ruled by the pursuit of the most delicious foods, it's either eat or be eaten! This is the great era of gourmet food!

While searching for the tastiest foods imaginable, Gourmet Hunter Toriko travels the world with his bottomless stomach. And only Toriko can hunt down the ferocious ingredients that supply the world's best restaurants.

As a gourmet hunter, Toriko tracks and defeats the tastiest and most dangerous animals with his bare hands.

Now Jumper you begin your journey the day Komatsu first meets Toriko also since you're entering this dangerous era. Here take this you will probably need it:

+ 1000 CP

Locations

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

1. **World Kitchen**: The Central Gourmet Wholesale Market, more commonly known as "World Kitchen" is a massive bazaar with a total area of 3000 hectares where ingredients from all over the world are sold. It's said that the amount of ingredients that arrive each day is over 900,000 tons. It's also said that about one trillion yen are transacted there every day. The bazaar takes place in the Toriko Harbor, named after the Gourmet Hunter, Toriko.

2. **Central Human World**: Central Human World's continents resemble those of the real world Earth in position and design but have slightly different outer shapes, formations and terrain, and several hundred million years ago the continents looked even more different than our own with only a passing similarity. All of these continents appear to be quite verdant or mountainous, and unlike the real world, their northern and southern most continents are not cold or frozen environments due to the planet's overall larger size than the real world Earth.

3. **Northern Wul Continent**: The Northern Wul Continent is the northern half of the Wul Continent and the Human World's third largest continent. It is located 20-30 degrees below the equator, allowing for various climates and environments, ranging from vast tropical forests to massive deserts. It is also located just southwest of the neighboring Wak Continent. It is a massive landmass with a size of 120 million square meters (roughly twice the size of Eurasia). As mentioned before, much of the Northern Wul Continent's environments are warm climates and are all inhabited by wild beasts and no known human settlements are known or have been mentioned to exist within it. One of its most recognizable regions is the fierce Wul Jungle, filled with countless man-eating plants and other dangerous flora. Growing on the top of the Wul Jungle is the BB Corn, brought over from the Gourmet World and it is one of the few ingredients from there that can be bred within the Human World.

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

5. **Sand Garden**: A massive desert region situated atop an isolated table-top mountain in the middle of the Wak Continent's Sand Cloud Valley and it is one of the largest desert regions in the Human World. It is 39,000,000 Sq. Kilometers (approx. 4x the size of the Sahara). The main capital of Sand Garden is the Sand Kingdom and its most notable landmark is the Gourmet Pyramid, one of the ”Seven Gourmet Wonders”. Within this desert region are many types of deserts such as "Gourmet Deserts", "Rice Deserts", "Black Sugar Deserts", "Natural Resources Deserts" and "Jewel Deserts". The only way to reach the region, one must take a Lift House to gain access into the area as the Sand Cloud Valley is too deep and turbulent to cross by either land or air.

6. **Yutou Island**: An island located on the far east portion of the borderline that divides the Gourmet World from the Human World and is located just west of Area 8, one of the continents of Gourmet World. It is the location of the Harbor of Evil Spirits which leads into Gourmet World, and it is said to be the third and the most dangerous route into the Gourmet World. The island is a maze which is tough to travel through even when the Mist clears up. It is easier to travel through the Island by following someone who knows the route which leads to the Golden Swamp. Despite being called an island, it is actually a small continent, but is likely referred to as such due to it being like an island when compared to the humongous continents of Gourmet World. For being one of the three land routes that leads to the Gourmet World, Yutou Island is likely to be overseen by the IGO's Bureau of Defense Management.

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

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

Origins

Any of the origins below can be taken as a Drop-In origin. Your starting age is 20+1d8 and you are the gender of your last Jump or You can pay 100 CP to choose a starting age between 10-80 and your gender.

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

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

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

Species

Free – **Human**: Are the native and dominant inhabitants of the small area of the planet known as the Human World. Humans are an enthusiastic race of gourmets with a deep love and appreciation for food and their entire society, culture and their technology revolves around the blessings of food.

Variable – **Gourmet Beast**: Most beasts resemble our world's animals, however some may be a cross between several species from our world or they may be something completely different from anything in our world. Your capture level depends on what you pay here. 100 CP for capture level between 1 – 50; 200 CP for capture level between 50 – 200; 300 CP for capture level between 200 – 800. Only the **Crafter** perk line will be available for them in the **Profession** perk section. **Faction** perks also are not available for them.

300 CP – **Monster Troll**: Race of monstrous beings born from the "appetite" of Gourmet Cells and exist to carry out their will. Monster Trolls have the ability to reincarnate into new bodies made by Gourmet Cells. If a Monster Troll's should die, its soul will remain in the world of the living as a Food Spirit that will wait until the Gourmet Cells produce a new body for it. Some may choose to instead inhabit human hosts rather than wait for new bodies, however the human host still has a spirit of their own with the demon merely residing deep within their minds, thus becoming what are known as Appetite Demons.

600 CP – **Nitro** (available only for **Born**): A species of humanoid Monster Trolls with bird-like faces that possess incredible physical abilities and high intelligence. The Nitro species hails from the Gourmet World and it is said that they have founded numerous civilizations throughout history, even within the Human World, however their numbers are so small that it is unknown if they have any societies or civilizations at the present time.

For additional 200 CP, you become **Food Spirit** on top of chosen race: the souls of deceased beings who continue to linger in the world of the living through ingredients. Food Spirits are souls filled with regret due not having been able to taste delicious ingredients during their life, and so instead linger within the delicious ingredients they could never enjoy during their time on Earth. These spirits are the source of the unique "Voice of Ingredients", which can only be heard by a few unique individuals, such as certain skilled chefs. They are capable of possession of sentient beings if their willpower is greater than their target. With this perk, you start as a Food Spirit, being capable of contacting only those who can hear "Voice of Ingredients". You become incorporeal and cannot be destroyed permanently. If your willpower is greater than the intended target, then you are capable of possessing them. Can be used on fresh bodies if they do not possess any will of their own.

Professions

Chef: Are individuals who are skilled in the preparation of ingredients. In the world of Toriko, chefs have a high status, which exceeds that of celebrities. According to Coco, in the Gourmet Age their influence surpasses that of politicians, religious leaders or artists. Since the most valuable things in the world of Toriko are ingredients, Chefs are held on equal grounds to them.

Gourmet Hunter (Bishoku-ya): Are specialized in the acquisition of High-Level Ingredients. Due to the difficulties inherent in securing certain ingredients, many have trained their abilities to superhuman levels, some of them even possessing Gourmet Cells to do so. Be it unusual displays of strength, phenomenal speed, or unrivaled endurance, these hunters are known for their capacity to surpass any normal, armed human being. While brute force may be the status quo, there are some known for using Knocking and other peaceful methods of collecting their quarry. Many gourmet hunters have artificial immunities to poisons by injecting themselves with a solution made from poisonous plants and animal venom over a period of time: this creates various antibodies.

Gourmet Reviver (Saiseiya): Is a protector of ingredients, who tries to prevent them from being exhausted and in some cases (if they possess the skill to do so) revive them. They have the authority to arrest anyone who poaches, as in the case of Zebra's capture. They are ostensibly neutral when it comes to hunting, choosing to take neither the side of a Gourmet Hunter nor a beast if they are in battle, but will step in when an ingredient is being illegally poached or is endangered or when a comrade or civilian is in danger. When endangered species attack the human population, they will at most evacuate people from the danger zone. Many Saiseiyas work in the country Life and it acts as a headquarters and gathering point for many.

Crafter (Melk, Smile and co.): One of most wide-spreaded and numerous groups in this selection, that does not necessarily rely on Gourmet Cells. For them, they are a nice addition that could help, but are not needed to reach Legendary status. They are responsible for crafting cooking ware, knocking gear, technology helping in many fields from cooking, warfare and ending on tech helping in ingredient reviving, that also include building construction.

Factions

IGO (International Gourmet Organization): Is the global organization responsible for maintaining order in the Gourmet Age, and defending civilians from dangerous animals and gourmet criminals. It administers the Eight Gourmet Laws, and possibly other food-related laws, in the territories under its jurisdiction.

Gourmet Corp. (Bishokukai): Is a criminal organization bent on stealing and poaching rare ingredients for their own benefit. Their goal is to eventually control all of the world's ingredients and establish a "Gourmet Empire"; the key ingredient being GOD. Many of the Gourmet Corp.'s members are enhanced with Gourmet Cells, and they eat stolen ingredients to enhance their fighting power. As a result, the organization's ranks include some of the strongest fighters in the world, and many have monstrous appearances and abilities.

Gourmet Yakuza: Is an organization much hated by the constitutional countries, seemingly made up completely of orphans and slum dogs from the crime slum Nerg, a non-IGO affiliated city. 10% of the prisoners in Gourmet Prison come from this city, giving it the nickname "Criminal-Producing Factory." The Yakuza, seemingly altruistic, are told by the Boss upon joining to repay their debt not to him, but to the "hungry children of the slums."

NEO: Is a secret organization created from an alliance among some of the world's most wealthy and influential individuals, originally just an alliance between wealthy individuals, the organization has since become a formidable force on par with both the IGO and the Gourmet Corp., and their information network has also proven to be far superior compared to either of the mentioned organizations. They have members who work as spies in either the IGO or the Gourmet Corp. and other major organizations, which gives NEO an edge in gathering intelligence on ingredients and their rivals' plans.

Perks

Perks taken from your own origin, race, profession and faction are discounted, 100 CP for respective origin, race, profession and faction are free.

General Perks:

Free – For the start of Jumpers journey here, they may pick one perk bellow:

- **Inspirational Pull**: You can find use of any ingredients in line of sight. You will find a slight pull towards the next one if it will match the one you found first. Effect dramatically weakens after finding the next two ingredients. And also it improves memory in regard to ingredients. Post-jump will help in finding parts/compounds and improve memory.
- **Foundations**: Your body holds genetic foundations that make it incredibly compatible with Gourmet Cells. Your physique and stature have improved substantially.

Free – **Basic Gourmet Cells**: Everything in the Toriko Universe has Gourmet Cells. Here Jumpers can determine what type of Gourmet Cells they start with. They can choose from:

- “Red” Gourmet Cells
- “Blue” Gourmet Cells
- “Green” Gourmet Cells

Look at the Notes section to read what benefits and drawbacks each of those Cells grant.*

100 CP – **Survival Training**: Cooking is nice and all but it won't help if you can't find anything to cook or live long enough to cook it. With this perk you can find or make shelter, find and prepare drinkable water, and become capable of foraging for food. This doesn't make it impossible for you to get sick by drinking or eating something bad so be careful.

100 CP – **Intimidation**: In a world filled with dangerous beasts there will be times when fighting isn't the best solution. Instead of running away however, you have learned the power to either convey just how dangerous you are to those around you. Throwing your intent, menacing glares, a wild shout, or maybe just a simple statement is all it takes to show people and beasts you mean business. This doesn't always mean you can scare away your foes. If something is stronger than you, extremely wild, or possibly lacking in intelligence to know better, your intimidation can fail.

100 CP – **Martial Arts Training**: You have training in one of any hundreds of different and mundane martial arts. This covers training in weapons such as the Art of the Draw using a Katana and such martial arts as Kung-Fu.

200 CP – **Food Luck**: Is the belief of the fortune one can have with ingredients and their daily lives, such as the chances of finding rare ingredients, surviving against nature, or the lucky one can have succeeding at a food related event. Optionally they can pay an additional 200 CP, for Jumpers to use it offensively in the form of **Gourmet Luck**. Gourmet Luck allows blows to land and his opponents' to miss, but must watch out to not use it too often because it could quickly run out. Optionally they can pay additional 600 CP, so you can gain **Zongeh Luck**, as stated by Midora: despite Zongeh being weak, inept, a coward, and possibly the worst Gourmet Hunter in the Gourmet World, he has, in fact, the greatest Gourmet Luck of any being out there, considering he had experience so many life-threatening events and yet, he escaped each and every single one of them with little to no harm done to himself.

Ingested Perks:

100 CP – **Zen Food Meditation**: An exercise in preparing a person's heart to give thanks towards food. First you calm the heart, then you focus your ears on the palpitations of your own life. The goal of this training is different from real world zen meditation, in which one aims to be "unselfish" or in a state of wanting "nothing". In "Food Honor" this falls under the category of worldly thoughts. Expressing "gratitude" is the foundation of Food Honor. Anything other than “gratitude” will diminish or upset the practitioners' Food Honor.
Practitioners benefit from increased focus, self-control, and willpower.

200 CP – **Routines**: Centered around mental images and physical movement. The higher the concentration, energy, and experience a person has with routines then the less physical movement is required to perform the routine. The lowest level of a routine requires a lot of movements and time but at its highest level it is an entirely mental action. You start with the most basic of routines where one creates a mental image of success to increase concentration and accuracy. You can increase your own concentration to the point that you don't even flinch when stabbed in a vital organ. The drawback is that it contains several movements which take time to perform, leaving you vulnerable.

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

400 CP – **Food Honor** (Can't be taken with **Food Pressure**): While learning Food Honor the body will begin to auto-correct its movements, removing all actions deemed unnecessary and increasing concentration. This allows more efficient use of calories, granting greater stamina, speed, and power. Food Honor affects different people in different ways, for a Bishokuya it increases his overall power and calorie consumption. For a chef to increase the delicacy in his movements, it allows the Chef to prepare Ingredients so carefully, that the Ingredients are unaware that they have been handled.

600 CP – **Food Immersion** (Requires **Food Honor**): The secret technique of Food Honor. Allow one to, thanks to appreciation and respect given towards food, store nutrients from them inside your own body in unseen concentration. It provides the benefit of gaining weight, without gaining fat and volume that comes with it. Food Immersion is the epitome of Food Honor, once mastered a person should be able to last without food for incredibly long periods and fight at their top potential. Allow one fight with maximum use of stored calories.

Injected Perks:

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

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

400 CP – **Food Pressure** (Can't be taken with **Food Honor**): A concept similar to Food Honor, though instead of appreciating food to capture delicate or special ingredients, one threatens food, so as to control it by force. Food Pressure is a skill first exhibited by Scum Beasts and it is quite a powerful technique. You can never pull out the full flavor or potential of an ingredient with this ability unless the ingredient in question IS best brought to full flavor through force.

600 CP – **Gourmet Cell Mutation**: Gourmet Cells in your body have mutated into something new and different. You gain a beneficial mutation to help you that comes in two flavors:

- **Physical Mutation**: Extra Arms, Prehensile Hair, Wings, Extra Eyes and other strange physiological mutations become apparent on your body. More likely than not it will be an external mutation but it's also possible to be something internal such as your skeletal structure changing to a fluid or possibly growing redundant organs such as a second heart and two more stomachs. Best examples are Sunny and Grinpatch. You can take up to Three **Physical Mutations** for free. Can add more after paying 50 CP for each new one. In case of powerful mutations like Midora's Mirror Neurons could be taken once, without the ability to take more mutations. If not obvious, you can purchase the enhanced senses of the Four Heavenly Kings.
- **Elemental Mutation**: Your Gourmet Cells have given you the capacity to manipulate and/or control some form of energy or substance. You might have grown the capacity to generate electricity, the ability to emit super sonic sounds, or even the ability to produce poisons. This doesn't give you the ability to manipulate gravity, time or things like Dark Matter. Its strictly biological energies that a living organism could potentially produce such as heat, light, sound, and so forth. Best examples are Zebra and Tengu Brunch. **Elemental Mutation** may only be taken Once.

Born With-It Perks:

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

200 CP – **Beast Tamer**: Some people are great with animals. You are even better. Forget Horse Whisperer, you can just carry on conversations with any kind of animal and they might just sit there and listen.
Your skill with animals is great enough to tame nearly every animal in the Human World and with some effort even those in the Gourmet World.
You gain the skills needed to properly care for, train and ride most any kind of animal.

400 CP – **Appetite Energy**: A potent form of energy generated within Gourmet Cells. By focusing its overwhelming hunger and desire to devour prey, a predator can emit this energy outside of its body and shape it for various purposes.
Appetite Energy is highly versatile, having offensive, defensive, and useful supplementary applications. It can be emitted directly from the body to manifest semi-solid weapons and instruments. These manifestations possess, for the duration of their existence, properties comparable to the substances they emulate. When taking the form of Fork or Knife, for instance, Toriko's Appetite Energy can actually be 'melted' by temperatures which exceed the melting point of the iron cutlery being emulated. The energy can even manifest with the forms and behaviors of living creatures, as in Jiro's Rising Wolf Guinness Punch technique.
Appetite Energy can also be infused directly into particular body parts, increasing their strength and even generating beneficial mutations. Sunny, for example, can infuse his hair directly with Appetite Energy to temporarily morph his feelers into Devil Feelers for his Satan Hair ability.
When used in this way Appetite Energy lives up to its name by imparting not only increased strength and near indestructibility to the hair, but a ravenous appetite facilitated by millions of micro-jaws which manifest along each strand. Controlling this use of Appetite Energy is difficult, as the independent appetite of his hair fights Sunny's mental control and threatens to consume his body.

600 CP – **Gourmet Cell Spectrum**: Most of those who host Gourmet Cells have them in one “color”. That means, the user would host only one Appetite Demon. Like Toriko himself, you too have Gourmet Cells in different “colors”. With this perk, you will be able to choose additional “basic” cells that you do not have, on top of those granted by **Gourmet Cells** from this selection: “Red” Gourmet Cells, “Blue” Gourmet Cells and “Green” Gourmet Cells. “Black”, “White” and unchosen types must be acquired in Jump. When successfully implanted in Jumper, they are covered in fiat granted by Jumpchain.

Human Perks:

100 CP – **Ingenuity**: Necessity is the mother of invention and sometimes life just refuses to deal you a good hand. Regardless of their field, these are the people who know how to turn an adverse situation to their advantage and make the most of whatever material they have on hand.

200 CP – **Will to Fight**: You have unmoved fighting will, that will not budge in face of overwhelming adversary, similar to what happened to Toriko with his fight against Heracles. Even in an event where over half of your body was blown away, there will be willpower to fight further. Only death is the thing that stops that fighting spirit.

400 CP – **Gourmet Fortune Telling**: You got knowledge and technique in that type of fortune telling. You are able to channel Food Luck into directions towards ingredients or locations. The harder to find it is, rarier ingredients must be included in fortune telling Ehou Maki**.

600 CP – **Hidden Potential**: Among people are those who were born to greatness. That small percentile has a much easier time learning, if the topic matches their likes. They also have less trouble with physical cultivation and growth of said strength. Lastly you gain the ability to gauge others potential and instinctively know how to bring it out.

Gourmet Beast Perks:

100 CP – **Ingredient Potential**: In this world, you will be able to determine which part of your body will be edible. The more edible you are, the greater will be a physical boost. On the other hand, the more specific the body part is, the more egsotic effect it will have. You can also choose to be a specific Gourmet Beast.

200 CP – **Population Threat**: Just, wow. It seems that you become so dangerous that you become considered a threat to the sentient population. With it comes resistance to tools that are made by sentient beings, used mostly in wars. With passing time, that resistance will transform into full blown immunity. Also strength will start to grow with passing time, but for that it has to pass a large amount of time to be noticeable. For an undiscounted 300 CP it becomes a **World Threat**: Now, thanks to it Gourmet Cells start adapting and evolving at a rapid pace in order to counter natural phenomenons that would hinder their growth. Temperature changes, electric discharges and even natural barriers will steadily have a lesser impact on your form with passing time.

400 CP – **Enbu**: Also known as Monkey Dance is a form of martial arts discipline as well as a form of ranking system that is unique to the inhabitants of Area 7. The way of Enbu is no simple matter as it is based around working with the body as a whole. This unison of the body must be performed on a cellular level meaning that in order to master Enbu, every single cell within an individual's body must cooperate together and put aside the differing emotions and thoughts which separate them from each other. Fully mastering Enbu would allow individuals to perform feats of strength and focus that would normally kill individuals. Jumpers start with bare basics that allow them to form the most basic cell unison, a state where all cells work together in fight or flight situations. With practice, one could reach the level of Enbu presented by Bambina and perform similar feats that he showed.

600 CP – **Birth of the King**: Through generations your species fight, survive and thrive in the Gourmet World. That fact alone allowed you to unlock the potential to become a King. With each battle and consumed food, you'll come closer to the status and strength of the King. Upon reaching the status of King of your species, your species abilities will be enhanced, but they could gain different properties .

Monster Troll Perks:

100 CP – **One Can Dwell in the Cells**: As a being born from Gourmet Cells, one could easily manipulate own cellular structure. Stretching, shapeshifting and high speed regeneration come easily to you. No true strength if it comes with the ability to reside in another person's Gourmet Cells. Thanks to it, there will always be two against one in combat, or just assisting with other actions.

200 CP – **Gourmet Realm**: With that perk Gourmet Cells act as a gateway to their own part of Realm where one could wait for an appropriate moment to emerge from it once more. That Realm has some unknown connection to the Realm of Souls. Also it will easily indicate growth of one's own strength, by becoming more complex.

400 CP – **Long Course**: Owning Gourmet Cells allow Monster Troll to reincarnate later for them savoir new food flavor down in the line of their existence. Only limitation is that it needs Gourmet Cells from which Monster could reform.

600 CP – **Devouring**: Limitations imposed by your body when it comes to eating, are simply gone. As long as food was hunted by them, users of this perk could devour objects many times of their size, even whole planets. Digestion of those objects is done in time as if one digested normal brunch.

Nitro Perks:

100 CP – **Developing Menu**: You being "born" from a race that lives a long life have a peculiar effect on the thought process. You can now easily devise a plan to uplift the best suited species on the planet. Of course, that plan will hinge on the fact that the chosen species will be eaten later, but what it is for someone like you. Also you can devise a whole campaign plan against stronger foe.

200 CP – **Cryptobiosis*****: The Nitro can enter a state of metabolic dormancy in which they can hibernate for centuries without food or water and allow them to survive numerous mass extinction events, as recounted by Chief Mansam. The individual in the Gourmet Pyramid was capable of quickly devouring a large beast with ease despite having just woken up from Cryptobiosis, and it recovered enough strength after just one meal that its appearance changed from that of a mummy to a normal sized Nitro. With that perk, Jumper can easily enter a state of dormancy for a long time, even billions of years. One drop of water is capable of waking you from that state.

400 CP – **Gourmet Material Techniques**: Thanks to their longevity Nitro discovered techniques that allow them to shape that ridiculously hard material. Maybe they will not be the most efficient out there, but at least you will not start from scratch.

600 CP – **Progenitor Gourmet Civilization**: This is a big one. You gain knowledge on material durability and how to improve it even more. Buildings and objects made by you will last thousands of years. And even if they age, they will age in such a way that not only will they look great, they will actually be more durable after a few thousands of years. Everything you made or built will affect upcoming generations, inspiring them to better themself.

Chef Perks:

100 CP – **Gourmet World Chef**: You now have the know-how to cook amazing meals from common ingredients and the skills to make something from stranger ingredients. Not everyone knows how to prepare Fried Dough Corn, how to butcher a Crab Pig, or bring out the full flavor of a Seven Flavor Turkey but now you do! You have enough talent to now cook anything found in the Human World and a good chance of cooking anything from the Gourmet World.
After leaving this Jump, this skill gives you a general idea on how to prepare other exotic ingredients and how to cook them.

200 CP – **Specialized Cooking**: You can now choose a specific form of cooking or even a specific type of cooking to become talented in making. You can only ever choose one specialization to be really good at but it doesn't stop you from learning other kinds of cooking. Options range from the standards like Fried Foods and Desserts to the not so standard like Deep Sea, Poison, and Space Cuisine – a method of cooking that specializes in the preparation of alien ingredients from space.
Specialists will always have a vague sense of how to best prepare their specified form of cooking. Want to fry brandy? You could do it. Want to bake ice? You got an idea. Can be bought up to two times.

400 CP – **The Voice of Ingredients**: Ingredients in the series somehow have a 'will' of sorts. Through currently unexplained phenomena, there have been Ingredients in the series that seem to have a 'voice', which 'calls' for certain people and 'guides' them into how to prepare the Ingredient in question. People who possess the ability to hear the Voice of Ingredients are shown to have an affinity towards Ingredients.
The Ingredients also seem to have 'preferences' for those that eat it as many believe that rather than a Chef choosing the Ingredients, the Ingredients 'choose' the Chef. Those with Voice of Ingredients will find that ingredients that “speak” to them always are the freshest or well aged, taste better than usual, and so on. This extends to other worlds where ingredients don't have Voices.

600 CP – **Dark Techniques**: Kitchen techniques prohibited by the IGO in fear of upsetting the circulation of food, even though they have been mostly used to revitalize humans and beasts for healing purposes.
In order to use these techniques, a Revitalizing Kitchen Knife is required and a near superhuman ability to pass the knife in the gaps between cells without damaging them.
One could with them eat ingredients almost indefinitely thanks to regenerating properties of Revitalizing Kitchen Knife. Techniques included here are one allowing the user to revitalize ally from distance; changing the personality of target by leaving special bacteria in the brain; and one allowing the user to cook regardless of their state.

Gourmet Hunter Perks:

100 CP – **Hunting Techniques**: Anyone can kill a beast with a gun or hack apart a foe with their weapons. It takes some skill and finesse to make traps, track a target across difficult terrain, and keep yourself safe.
You learn the basics of tracking through several terrain types, several dozen common kinds of traps such as pit traps and snares, how to craft simple weapons from the natural materials around you, and how to properly gut and skin most types of living creatures.

200 CP – **Knocking Training**: A special, non-lethal method of capturing wild beasts. It generally involves striking the nerves or pressure points that control movement of living creatures with the use of specialized techniques or the use of biodegradable needles fired from various implements known as Knocking Guns, which can paralyze beasts. This way any beast can be transported alive.
However, the location of these nerves is different in every species so a great amount of knowledge and experience is required to use Knocking techniques or Knocking Guns effectively.
You have a general knowledge of Knocking and with time and practice can Knock all manner of creatures. You can even use Knocking barehanded if you try hard enough.

400 CP – **Autophagy**: Autophagy occurs when living beings are starved and need energy, so their cells consume other less vital parts of their body. With that perk, jumpers are able to enter that state, in order to regain full stamina for five minutes. After that, they need to eat something in twelve hours or they will be cripled.

600 CP – **Knocking Mastery**: Decades of Knocking experience are yours to draw on. You now have an in-depth knowledge on Knocking of all the most common creatures and some rare creatures. You can now even use knocking on living organisms with bizarre nervous systems like arthropods.
True Masters of Knocking have even turned it into a form of martial arts and some can even Knock using only sheer intimidation. It's said that the most powerful forms of Knocking even work on the inanimate like natural disasters, attacks and something like Time.

Gourmet Reviver Perks:

100 CP – **Medical Training**: The basics of human anatomy and medical training are yours to utilize. Field Surgery isn't out of the question for you. First Aid is second nature to you and it's easier to keep people in tip top shape.

200 CP – **Gourmet Surgeon**: Prepping for cooking and prepping for surgery aren't all that dissimilar to you. You stand amongst some of the greatest surgeons in the Human World. Your abilities with a scalpel are second to none. It isn't out of the question for you to be able to perform brain surgery with nothing but a fork, a pair of chop-sticks, and a napkin with a decent chance at success.

400 CP – **Ingredient Revival**: Decades of cloning research and training are now yours to use. You have knowledge on a wide variety of techniques, technologies and miraculous plants, animals and materials that can be used in the revival or cloning of ingredients. This can be used for the temporary revival of dead things or with enough time and the right resources you can bring extinct ingredients back to life be they plant or animal.
With enough practice and the right equipment, it's not impossible to start creating new life or even combine various plants and animals into new species.

600 CP – **Muscle Motion Mastery**: Allows users to stop, revert, or accelerate movements in a certain area, allowing him to cancel an unfavorable turn of events and instantly modify user tactics to gain the upper hand. However, since whoever is subject to the technique is fully aware of what is going on, even though they cannot counter it. That ability centers around manipulation of muscle movement rather than flow of time.

Crafter Perks:

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

200 CP – **Professional**: Your skill in chosen Craft reaches professional level, gaining years worth of experience in it. There will be not many things you could not make or create from ground up in your chosen field of Craft.

400 CP – **"Voice of the …"**: Turns out, in this world not only ingredients have the Voice. The best example of it was Melk that could hear the Voice of the Knives. Now depending on the chosen craft, you can hear Voices from items that belong to the chosen craft. Thanks to it, you will be able to hear items and act upon details they could provide on themself or their user.

600 CP – **Master** (required **Professional**): There are few individuals that reach that level of the Craft. Now you can be considered as one of them, at least on the low end of it. Within a year or two, you will reach the status of The Master of chosen Craft. Not only items crafted by you will be more durable than other similar items, but gain an incredible supernatural level of property in their function, like for example sharpness of Melk knives. For incredible items there will be needed incredible materials to craft from. Also Jumper gains a physique that will help in the crafting process.

IGO Perks:

100 CP – **Upholder of the Law**: As long as You take effort in learning local laws, with that perk, you can work with them on a subconscious level. Of course, if the local laws were only made as a tool of oppression, then You can easily ignore them.

200 CP – **R. I. C. K.: Research, Innovate and Create Kitchen**: When it comes to kitchen, there is no one who could match with You in ideas front. Technology, logistics, manufacturing and creation of food, all of it is ready to be discovered by You. With time and effort you could use those discoveries in other parts of life, like for example warfare. Also innovations from different research branches could give Jumper insight on what to apply to the kitchen side of things.

400 CP – **Organization Trust**: You gain the feeling in regard to whether an organization could be trusted by Jumper standards. It will also be made so that any organization led by Jumper not only will be more streamlined in regard to their management, but also will have an easier time in gaining trust themself.

Gourmet Corp. Perks:

100 CP – **Brutal Practices**: Their methods are quite brutal, but no one could question their results. You can apply those methods in any situations from science, cooking or even training. Just watch out to not break something or someone.

200 CP – **Dark Development**: There is no taboo for Gourmet Corp. they care to break in order to gain advantage in any field. If there is a morally questionable decision in regard to growth, You will be able to shorten decision time. If a questionable method would be more efficient, then moral feelings from it would be spreaded through time if Jumper chose it.

400 CP – **Bringing Nightmare**: Midora almost single handedly “killed” Gourmet Age, thanks to a tragic past made him believe that the world did not deserve Froese's charity and kindness. Now You too can have motivation to fuel through centuries in order to realize it. Jumpers resolve also gain unbending and steely quality, that with time and practice could be refined even further.

Gourmet Yakuza Perks:

100 CP – **Loyalty**: Like bosses of Gourmet Yakuza, Ryu in the past and Match in the present, You too can have undying loyalty from followers, as long as You were able to value friendship and loyalty towards them.

200 CP – **Underworld Connections**: That Perk allows for easier time for forming less than lawfull connections with criminal organizations. It also helps gain a better reputation with them.

400 CP – **Dire Alliance**: Sometimes, some threats are too serious to care about someone's occupation. With that, some of your illegal dealings would be ignored, as long as Jumper helps dealing with threats that have the potential to cause massive casualties.

NEO Perks:

100 CP – **Just Like Everyone Else**: People will dismiss your existence until it will cause noticeable “splash in the pond” so to speak. Like centran owner of a restaurant, people will know you exist, but your face will not be the first one to poop out when thinking about potential members of some organization.

200 CP – **Disarming Visage**: Agents know how and when to use available resources for their advantage. It is the same with how they look and present themself. Now during combat, you could for a short time assume the looks of another person, as long as Jumper has the general look of said person. It will cause, in most cases, for the enemy to pause performed action.

400 CP – **Mole In Charge**: Congratulations! Thanks to your hard work *(hiding corpses of rivals)*, great work ethic *(blackmail and backstabbing)* and admiration of colleagues *(brainwashing)* you reach the highest position in the organization. All techniques you apply in order to reach that position will have a great chance to go unnoticed. That perk also provides experience in those skills.

Items

Items taken from your own origin, race, profession and faction are discounted, 100 CP for respective origin, race, profession and faction are free. Items when/if destroyed, will reappear in the Warehouse one week later.

General Items:

Free – **Basic Cooking Utensils** (Can Only Be Taken Once): In a world devoted to finding and eating the next new taste, something as simple as the basics is needed for every chef and hunter. You don't get a whole lot for basics aside from a good ladle and a couple knives.

Free – **Standard Weapon** (Can Only Be Taken Once): Any standard weapon that could be found in the Human World. Pistols, rifles, SMGs, Bows, Swords, and more. Not capable of harming most creatures outside of the Human World.

50 CP – **Non-Standard Equipment**: For all those weird devices that just don't fit in anywhere. You get hats that dispense plates, aprons that act as grindstones, and other unusual items.

50 CP – **Lighter Suits**: Special temperature controlled outfits that can keep the body warm in incredibly cold environments. Made of multiple layers of cold resistant rubber, one suit costs seven million yen. Lighter Suits resemble skin-tight body suits made of a special black rubber material that is resistant to cold and can cover up the entirety of one's body up to their neck, although hoods do exist which can be worn over one's head but will not cover their face, in which case goggles may be worn if one is in extremely cold environments.

Varies – **Gourmet Transportation Packaging**: Depending on what you will need you can take:

- 50 CP – **Gourmet Case**: Keeps ingredients warm or cold naturally. It is a vacuum package container that can contain the data from 10,000 kinds of different ingredients. If the selected ingredient is not in its memory, it has to be manually set up based on its environment that it was found in. One can expand the memory with a memory card. The price for the Takeout 1000 with a memory for 1000 Ingredients is ¥90,000 yen. (Memory cards sold separately. Just joking. You get memory cards for each ingredient found in the Human World.);
- 100 CP – **Gourmet Rucksack**: A kind of gourmet case for carrying liquid-type ingredients. Made from a special natural rubber; the rubber will expand and contract corresponding to the amount put in it. The rubber is very resistant but if too much is put into it, it can damage and break. It has a carrying capacity of 10,000 liter and can cost at least ¥450,000 yen in the market.

Present prizes are for singular items. Both options can be taken multiple times.

100 CP – **Gourmet Cells**: Shortly after your arrival in the Toriko World you acquire either 3 Injections of Gourmet Cells capable of granting Gourmet Cells in a matter of hours or enough Gourmet Pills to grant 3 people Gourmet Cells over the course of a 5 year period through daily ingestion. Injections are a quick way to power up because very few survive the process while Pills have a significantly higher success rate but take time.
Acquiring either grants you the ability to harvest Gourmet Cells and create your own Injections and Pills with trial and error. Plants and animals can both be injected or given pills so you may attempt to gather more cells at a later date.

Varies – **Exotic Weapon**: Guns made to fire in sub-zero temperatures, swords made of special materials, and bizarre things like nun-chucks with knives on the end. You can expect to harm some low Capture Level creatures with these.
Use and effectiveness is mostly dependent on the wielder. You may double the cost to increase the effectiveness. 50 CP can harm creatures within the 1-50 Capture Level range and it doubles each time. 100 CP for 50-100 CL range. 200 CP for 100-200 CL range. 400 CP for 200-400 CL range. 800 CP for 400-800 CL range. 1600 CP for 800-1600 CL range. 3200 CP for 1600-3200 CL range
Weapons at the 100 CL range and above can possibly still manifest the abilities of the creatures they are made of. Fangs might intimidate weaker animals or still carry poison, a tentacle might still still have working suckers, and a horn could potentially carry an electrical charge that builds up over time.

200 CP – **Bag of Human World Food**: That one bag will contain food that would be in the middle class when it comes to their effect on Gourmet Cells. That bag will contain at least fifty kilos of ingredients and its content will change every time, week later after consuming what it had inside.

400 CP – **Golden Can**: Can made out of Gourmet Material. It is indestructible and can be only opened by using a can opener made out of Gourmet Material. Used to seal dangerous ingredients that were hard to kill in the past, it will contain one random extinct ingredient. Post Jump can be reused in order to seal something/someone in it. Can be taken multiple times.

400 CP – **Soul Furnace**: A giant furnace that is a perfect copy of one from Blue Gill Grill Stadium. Instead of using traditional fuel like wood, coal, gas or electricity it uses Ghosts/Spirits/Souls Appetites as a fuel to burn. Once someone lands in there, their Spirits are bound to flames and add their own Appetite in order to fuel it. Food that used it at one point during preparation gained better quality in flavor and texture. Post jump it could run on ghosts/spirits/souls. It could be repurposed to other functions in order to enhance/purify the process, one must find a way to avoid sacrificing the soul of the ingredient/material to the flames. If one does it ingredient/material gain from it gain unseen quality and its soul fortyfied.

600 CP – **Gourmet Seed**: Before landing on setting, You can choose to deploy a Seed full of Gourmet Cells to the planet's crust, where everything is going. At the moment the Jumper lands in the setting, there is already an established Gourmet ecosystem and Hunting for ingredients that will match local style so to speak. Of course the planet will grow to match the same scale as a planet from the Toriko Universe. No one knows what species will rise to the status of Kings, or if there will be ones, no ones know for sure. The resulting planet by Jumper choice can become an attachment to the Warehouse they own. If not used, Seed will be stored in the Warehouse in the form of a large, glosy, golden boulder that can be used on another planet.
There is an option to deploy Seeds “on air” so to speak. What it means is that in real time the population of the local planet will witness changes brought by Gourmet Seed. That option may or may not cause mass panic and in some existential crisis. And made some planets feel violated.Or you can deploy the seed to one of your Warehouse environment attachments.

Chef Items:

100 CP – **Advanced Cooking Utensils**: A wide selection of cooking implements for a wider variety of cooking. These help cover such tools as boning knives, filet knives, meat grinders, and graders. For an undiscounted 50 CP you can upgrade them into **Master Cooking Utensils**: Similar to Advanced Cooking Utensils but all are of a much higher quality and possibly made by master craftsmen. For 50 CP you gain in addition to that **Specialized Cooking Utensils**: Some foods in the world are so bizarre they need a whole new tool to cook them. This helps cover all your bases.

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

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

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

400 CP – **Revitalizing Kitchen Knives**: A special type of knives required to perform the Dark Technique, forged using organisms with regenerative function and minerals that stimulate that function; cutting an ingredient with this knife will make the cells of the ingredient become active and thus revitalizing the wound. To use this knife a near superhuman ability is needed in order to pass the knife in the gaps between cells without damaging them; if someone can use it freely an ingredient can be eaten almost infinitely by restoring it little by little; in order to complete the regeneration, patient must eat high nutritional value ingredients, otherwise it would use up reserves stored in body. Without them, recipients of procedures that use those knives would die from malnutrition.
The use of the revitalizing kitchen knife is limited by the IGO in fear of them upsetting the circulation of food. The knife can only help the regeneration of an ingredient or person but can't revitalize dead people or beasts.

Gourmet Hunter Items:

100 CP – **Hunting Equipment**: Various traps and hunting gear. Also includes fishing gear. Don't expect to be able to use any of this on anything outside the Human World.

200 CP – **Riddle Chapter**: A tablet computer terminal that also works as a food tray, and the latest Capture Level measuring device invented by the IGO. In order to display the data of the measured ingredient on this tool, a special wristband is required to be worn and then the target ingredient must be hit with a laser pointer that the wristband projects. Afterwards, the data related to the ingredient or beast is transmitted and displayed on the Riddle Chapter's screen, that includes the name, the Capture Level and other information about it.
It was manufactured based on some Gourmet ID Cards that were left by an unknown person by the side of President Mansam while he was sleeping. This Gourmet ID card contained information of 300,000 Human World ingredients and many Gourmet World ingredients which totaled to several million species. The new feature on this device is that it doesn't have a limit on measuring Capture Levels and also has infinite range unlike the Measuring Tongs which had a limit on both aspects.

200 CP Each – **Knocking Tools**: Knocking Guns are the most common method of performing knocking on beasts and come in a variety of sizes and types for different kinds of beasts, but there are also people who can perform knocking with strikes or intimidation.
Knocking Guns function by firing biodegradable needles into the bodies of beasts. Knocking Guns can either fire the needles from a long range distance like a regular gun or need to be placed directly onto the area of the beast's body where their primary nerves are located. As the needles are biodegradable, they cause no permanent damage to the beasts they are used on. With that purchase Jumper gets a single item.

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

400 CP – **Edible Estate**: Like one used by Toriko, now with this purchase, Jumper also can have that nice, cozy and tasty piece of real estate. Can be taken with many themes like for example candy house, meat house or veggie house. It comes with Smiles seal of approval. If deployed in another place, it will look like a normal house, made from local materials.

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

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

Gourmet Reviver Items:

100 CP – **Earring Vials**: Set of vials that function as earrings, that contain liquid compounds that could help in the healing process, accelerate or halt plants growth.

200 CP – **Utility Plants Seeds Pouch**: Pouch containing six plant seeds of utility nature, here are included:

- **Protection Tree**: It wraps around anything it comes into contact with and can prevent any structure, natural or man-made, from crumbling down. The roots are also very durable, as one of them could withstand a powerful punch by Tommyrod. Furthermore, its leaves contain a fluid with the ability of restarting a heart if injected directly into the cardiac muscle.
- **Umbrella Tree**: This is a plant whose branches form a natural canopy, making it effective against unfavorable weather conditions. It is used to shelter Teppei, Rin, and the Four Heavenly Kings from the Green Rain.
- **Sound Insulation Tree**: A plant that is a natural sound insulator, it can stop sound that is coming towards it. This is first used to block Zebra's Voice Missile, nullifying the attack efficiently, although it is destroyed in the process.
- **Earthquake Resistant Root**: A tangle of roots that can stop earthquakes from breaking up the ground, they can be used to fully restrain an opponent. This is first used to bind Zebra and keep his mouth shut so he would not be able to use his sound techniques.

200 CP – **Healing Plants Seeds Pouch**: Pouch containing six plant seeds of healing nature, here are included:

- **Fertility Seed**: Described as a "fertilizer for human use," this seed can increase the body's natural healing ability to its maximum. However, due to it also containing a little amount of toxic substances, it also destroys cells before triggering the speedy recovery, thus possibly being fatal. As such, its usage is restricted by the eight Gourmet Laws. Teppei states it has a bitter flavor.
- **Doctor Aloe**: A plant that is a natural bandage, it can heal scrapes, burns, frostbite, and other afflictions, even lethal ones.
- **Therapy Tulip**: rare species of plant that eats the injuries of living things. Spend just one minute inside this plant's petals and your injuries will be healed, but if you faint, or enter it when you're uninjured, the Therapy Tulip will gobble you up!
- **Morning Roses**: when dawn breaks after a full moon, this rose blooms. But by noon, its flowers have wilted. It is said that drinking the dew from a Morning Rose's petals will restore your youth and give you lustrous skin.

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

Crafter Items:

100 CP – **Chosen Crafting Tools**: A set of quality tools that are a very good match to Jumper chosen Craft. They will be a good starting set to just craft good quality items. They will be in mobile form to easily carry around in the perfect suitcase for them.

200 CP – **Crafting Workshop**: Possibile add on to Warehouse, it will contain larger, more powerful or precise tools, that would be not practical to deploy or carry around. It will be organized in the way Jumper likes and contain already some basic resources that will replenish once a week. Can be deployed as a separate building in Jump.

200 CP – **Garden of Crafts**: A garden containing quite a number of plants like Cementaquer Tree or Stained Flowers that will provide resources for craftsmen.

400 CP – **Small Patch of Natural Resources Desert**: Ten hectares of desert that once a week will change the resources it provides. It could be Coal Desert, Rare Earth Element Desert or any other Resource Desert that is composed from normal resources.

400 CP – **Gourmet Material Mine**: An attachment to the Warehouse, where You can go down to the shaft and start to prospekting Gourmet Material down there. It would provide one hundred kilos of said material in one trip. After mining it, You must wait around a week for it to regenerate.

IGO Items:

100 CP – **Gourmet Research Laboratory**: The facility resembles a giant foodstuff production factory that handles a variety of ingredients, ranging from fruits to meats. However most of these ingredients are used for research study rather than for food distribution. Many of the ingredients produced are unknown to the populace at large as some are made through selective breeding and are then tested to see how their flavor and nutrition turns out.
Before entering the facility, it is required that visitors and employees take very thorough sterilization showers and have their clothes sterilized as well in order to avoid contaminating any of the ingredients.

200 CP – **Gourmet Coliseum** (Required **Gourmet Research Laboratory**): Is an arena where the Capture Level and fighting strength of various beasts is tested. It also carries various other activities such as gambling. The place is built inside the Gourmet Research Facility with a material that would not leak out radiations even if a nuclear bomb were to explode. The arena in the center is covered with a dome made of 2.5 meter thick special super-reinforced acrylic plate that could even deflect a rocket cannon.

400 CP – **Biotope**: Enclosed natural and man-made habitats maintained by the International Gourmet Organization. Inside these artificial or semi-natural habitats, the IGO cultivates and monitors anything from endangered plant species to clones of extinct Beasts. The level of danger within the Biotopes is usually high enough to warrant the IGO hiring a powerful Gourmet Hunter, rather than risking their own soldiers or tanks against the creatures within. Many of the weaker staff who work directly with the beasts are badly maimed, missing limbs or eyes. Jumper gets one, island version, that can be deployed in the World or be attached to the Warehouse. Is up to the owner how it looks.

Gourmet Corp. Items:

100 CP – **GT Robo** (per Type: New Model, Giant, Micro): The Gourmet Telexistence Robot is a type of robot intended to be used to investigate areas that are normally inaccessible to normal humans. It can supply gourmet ingredients without the user having to step into dangerous soil.
The operator can control the movements of the robot from far away and the robot transmits back the senses of sight, touch, hearing, smell and sometimes taste. It can perform the exact same movements in real time. The level of measurement error of the newest GT Robo used by the Bishokukai is less than a millisecond, though individuals with incredible speed like Starjun say that it is still too slow.
The New Model is the first kind of GT Robo seen and also the one mainly used by the Bishokukai. The other kinds of robots seen also seem to be based on this one; the most difficult to control are the Giant type and Micro type. The New Model's body is made of a titanium alloy with carbon fiber. The joints are made of Super High Polymer Special Polyethylene with reinforced aramid fiber body hair covering it.
The movements of the robot are relayed by its Core Antenna, made of gold for optimal conductivity.
The control room can be located anywhere in the world of Toriko or your Warehouse for free.

200 CP – **Lye-Beast**: is an artificial animal created by hybridizing all manner of different beasts together for combat purposes. Due to being made by combining the genetics of different beasts together, their appearance is very varied, with each Scum Beast possessing a unique yet grotesque appearance. Some may look normal enough whilst others resemble something more akin to mutants, with some even having parts of their skeleton or skull exposed and others may even lack skin, which exposes their muscle tissue. A Scum Beast's strength depends entirely on the DNA of the creatures they were created from, as a scum beast made from weaker beasts will not be very strong, and if made from stronger beasts it will be quite powerful and inherit their abilities. Jumpers get access to three of them and they will obey given commands.

400 CP – **Gourmet Corp. Base**: Depending on what you want, You can choose one of the two options:

- The Castle - is a large ominous castle located in an unknown forested mountain region. The interior is just as ominous as the outside but has a rather regal atmosphere, even having a throne room the size of an audience chamber .
- The Bulb - base appears to be a massive rock full of holes on a stalk that is rising from the clouds and is several meters high in the sky. Numerous dangerous beasts fly around the base likely acting as security. It seems to resemble a honeycomb.

Regardless of chosen options, both have access to robotic laboratories and can be connected to Warehouse or deployed in the present world.

Gourmet Yakuza Items:

100 CP – **Standard Yakuza Armory**: Grant attachment to the Warehouse, where one could find a whole arsenal of standard weapons from the Human World. It also grants a set of suits to wear that can be in white or black color. Also will provide ammo for weapons found here.

200 CP – **Orphanage**: For many people, that place does not have many positive feelings. For those from Nerg City, Jidar Kingdom it is a place for children to have a chance for normality. It will cover basic necessities in water, food and shelter. Government will not ask unnecessary questions in regard to its legal status and every bill attached to it will be paid. It also has the effect that if a Main Character would be an orphan, then there is a good chance that he/she will land here.

400 CP – **Gourmet Casino**: In that facility, gambling and crime happen without consequence and Gourmet Casino is free to exhibit many different and illegal ingredients. It is quite a sizable complex, meaby not on the same scale like the original, but still big enough to easily rival Las Vegas, USA. The Gourmet Casino is divided into three main parts:

- In the general area customers can exchange cash for "Gourmet Coins", in order to play classic casino games such as the "Like Number Tree" or the "100 Face Slot" for a chance to win rare ingredients and prizes.;
- In the VIP area, customers wager ingredients in order to win other ingredients. Games are typically more violent in this area, usually involving the lives of those in debt to the casino. Through these games debtors are able to repay their debts easily but in return they dangerously risk their lives in games such as the Gamble Berry.;
- In the Underground VIP Area customers wager their Food history (Memories of ingredients that have been eaten in the past) in the form of Taste Data. Its original intention was to falsify Gourmet ID for the person who ate illegal ingredients in which the information of extinct ingredients can be revived through the Taste Data. If a person loses a game that they are currently playing, their Food history is taken and effectively erased. The only known game in this area is Food Concentration.

NEO Items:

100 CP – **GT Body Double**: The original models of GT Robos are not used by the Bishokukai and are designed with a more humanoid appearance, with some resembling humanoid robots while others are perfect replicas of the humans they are used by. Original models are used mainly by civilians, wealthy individuals and the Allied Forces. It could pass as a Jumper in order to trick someone.

200 CP – **Life Orb**: Are mysterious ball-shaped objects that substitute Food Spirits in the place of a victim in death, instantaneously regenerating the would-be victim's lethal injury. The ball breaks into pieces soon after. Life Orbs take on the simple appearance of orbs, varying in size and color. Each purchase grants three of these. Can be buyed multiple times.

400 CP – **NEO's Ark**: Is an enormous vehicle created by former Gourmet Corp. mechanic Joejoe for the dark organization NEO. The Ark is a circular vehicle with star-like radial symmetry: five rocket engines are arranged around its circumference, alternating with what appear to be five retractable ramps. Joejoe built the Ark so NEO could reach the Ends of the Earth on the day the Gourmet Solar Eclipse occurs and destroys the world. It could sustain and cover all needs of a few hundred individuals from the upper class. It could reach the orbit of Neptune in just one hour. It has systems allowing for production of its own food. As for the source of power, it uses a fusion reactor.

Companions

You may designate yourself a Chef or a Gourmet Hunter for the purpose of forming a Combo – A Combo is a term which describes a mutually beneficial partnership between a Chef and a Gourmet Hunter. A Chef tends to partner themselves with the "strongest Bishokuya," so that they can receive the highest quality Ingredients. The same goes with the Gourmet Hunter who tries to team themselves up with the "best Chefs," so that those Ingredients they capture can be best cooked. Normally a Combo is a single Chef and Hunter but it isn't a solid rule.
The First Companion is Free.
Companions gain Gourmet Cells from the beginning here.

100 CP – **Chef**: You gain a Chef as part of your Combo with 800 CP worth of skills to put towards cooking. This can also be used to purchase cooking equipment.

100 CP – **Gourmet Hunter**: You gain a Hunter as part of your Combo with 800 CP worth of skills to put towards hunting and gathering. This can also be used to purchase equipment.

100 CP – **Animal Companions**: You gain an animal companion to join you on your adventures. They have 800 CP to spend on abilities and not equipment.

400 CP – **Mentor** (Cannot be taken for Free): You gain a mentor with 1200 CP worth of Skills who has taken you on as their last student. They will teach you these skills over the course of your ten years here. They have their own reasons for teaching you and are certain you can learn what they have to offer. They aren't too keen on teaching others but you might be able to convince them otherwise.
(Can not teach Gourmet Cell Mutation, Food Luck, or Graft. May also use their CP to purchase any non-Advance Items and Equipment. At the end of their teaching they will pass on these items to you.)

50 CP – **They Went to Le Cordon Bleu**: You can bring in a companion and designate them as a Chef or Gourmet Hunter. A companion can also be designated an Animal Companion if they don't have a Human Form. You can also pay a flat 300 CP to import eight of your Companions and individually designate them **Chefs**, **Hunters** or **Animal Companions**. Your imported Companions gain an appropriate amount of CP depending on occupation.

Drawbacks

+0 CP – **Who is that host?**: Congrats, now you are in the anime where the series cuts short around halfway and certain villains show up earlier. If you want it could look like the Toei version or the one made by Ufotable (OVA).

+0 CP – **Best of Both Worlds**: The events of both the Manga and Anime are simultaneously canon.

+0 CP – **Virtual Reality**: The events presented in game series become a canon during your stay here.

+ 0 CP – **There in the same World!!!**: With this toggle the worlds of One Piece and/or Dragon Ball. Being in the same universe on different planets. To cross dimensions in unique locations or times.****

+ 0 CP – **Hellooo Multiverse!!!**: Fun fact, you are now in one of many branches of verses of this series. Fanfiction or anything your brain could create, the sky is a limit.

+0 CP – **How it should be**: You are in a world where Mitsutoshi Shimabukuro's work is as it should be, without naysayers, bad reputation and lackluster sales.

+50 CP – **Longer Meal**: It extends the duration of stay here in the Jump by ten years. Can be taken up to four times.

+50 CP – **Tina Sometimes**: When it comes to recording or store video depicting momentous occasions like a centran reporter, Jumper also has trouble with performing that action. Sometimes it will be other hunters that come in the wrong time, or animals/plants/minerals start running in wrong direction(mostly yours), or ingredients nature prevent from recording them.

+100 CP – **Dormant Cells**: For the duration of the Jump, your Gourmet Cells are unusually dormant. You don't gain as great an effect from the Cells and abilities gained from Gourmet Cells aren't usable till the end of the Jump.

+100 CP – **Embarrassing Trait**: Like Melk the First, you too have embarrassing things that would make anyone a laughing stock, if they are not intimidating to laugh at. Can be taken up to four times.

+200 CP – **Horrific Mutations**: Your Gourmet Cells went out of control during the adaptation process and left you disturbingly inhuman looking. You gain no benefit from these mutations as they are mostly cosmetic in nature and are generally hindering.

+200 CP – **Gluttonous**: Why have seconds when you can have eighths? Your appetite increases tenfold. No matter how much you eat, it's rarely enough unless you eat the entire buffet and then the place next door. This doesn't mean you can actually put away that much food but you will certainly try.

+200 CP – **Vow of the Knight**: Congratulations Jumper! Great news, You become a Gourmet Knight, an order member of Gourmet Hunters order. Less good news you fully embrace their strict Gourmet Doctrine that states: “to entrust one's life completely to nature”. This means shunning man-made medicines or anything else that would normally not be found in nature or is completely artificial. But after your stay here, Jumper will be able to last ten years of constant isolation, fasting, and physical exertion, thanks to raised physical and mental stamina from training gain from Gourmet Knights.

+300 CP – **Picky Eater**: In a world filled with millions of flavors, you are a picky eater and won't eat most of them. You have to choose a specific flavor such as Salty or Sweet, a specific kind of food such as Rice, or a certain genre of food such as French Cuisine or BBQ. You refuse to eat anything else even when starving to death.

+300 CP – **Food Allergy**: You suffer from a common food allergy such as shellfish. You are highly allergic to said food and even your Gourmet Cells can't help you. In fact, your Gourmet Cells are actually strengthening your allergy to potentially fatal levels. No amount of adaptation will fix this problem so be careful of what you eat. Especially in a world where common foods come in mixed varieties such as Chocolate Vegetables and Crab Pigs you have to be careful.

+300 CP – **Stun Taste**: Meaby you had an accident in the past, meaby it is a strange Curse from Gourmet World or during Taste memory extraction something went wrong. No matter, because during your whole stay here Jumper can only taste basic flavors from anything consumed here.

+ 400 CP – **Simple Diet**: You like the Gourmet Knights took a vow to live a life with simple taste. You can not eat anything above a capture level 3, unless everyone is able to eat it at least once, but how would that happen in the first place? You can eat Acacia Full Course menu if you take that scenario.

+400 CP – **Support**: Like Komatsu you can’t throw hands, but that doesn’t mean you are useless. There are other ways to help and support, however in any combat situation the only thing that can help you is your Bodymod supplement. On the other hand you can always take the long way and train, but I would not recommend wandering off to dangerous areas. Going to the Gourmet world would be kinda suicidal, if not truly prepered.

+400 CP – **Gourmet Cell Rejection**: Your Gourmet Cells are actively rejecting your body and leaving you in constant pain that can't be ignored. You also suffer from several forms of crippling disability such as stunted height, locked joints, loss of sight and or hearing, and other hindering effects that persist in Alternate Forms, Shapeshifting, ect. The Gourmet Cells only give you a negligible boost in physique and only a very minor boost when you consume compatible foods. You may still be more powerful than any mundane human but you will never be as strong as someone who has successfully merged with their Gourmet Cells.

+400 CP – **Zonge-ligence**: You mad lad, you have done it. You become equal to Zongeh when it comes to intelligence. You are so dumb, that you do not grasp a basics of feats performed by others. You apply video games rules as a guide. You take pride in your insignificant feats. Only exceptional luck could help you survive here.

+600 CP – **Incarceration**: Like Zebra, Jumper also lands in prison. Maybe you ate something you shouldn't have, caused mass extinction or you just look like someone else. Who knows? Your first four years here are in one of three Gourmet Prisons: Sky Prison, Submarine Prison or Honey Prison. Roll D3 to decide on which one Jumper lands. You will be summoned in a similar vein like Zebra after those four years, if you survive them of course. It starts four years before Toriko and Komatsu start their journey. Optional you could just run away from the facility, but considering surrounding security and having Hunters after you, well pick your poison.

+800 CP – **Delicious!**: The way you smell, the way your skin glistens, and your very presence is in every sense of the word Delicious. Wild animals will go out of their way to try and eat you even if it would put their lives in danger. Insects will always try and take bites out of you and will swarm you constantly. Should you stray too close to the Gourmet World then even though beasts will be willing to come after you just for a taste.
Even other people will find it hard to keep their hands off you and some might even be willing to indulge in the taboo of cannibalism. Then again, you aren't exactly human anymore are you?
Worse yet is that the stronger you are, the stronger this effect gets. Then at some point in your stay here, Nitro will show up to try and harvest your body for ingredients. They've had several hundred thousand years to practice cooking and they can figure out how to eat you safely.
If you do not keep yourself fed, as soon as you start to starve your own body will begin to consume itself.

Choice

End of the Meal: Return to your home, with everything you gained until now.

Sit in a Restaurant: Continue in the world of Toriko, ending your chain.

Next Hunt: Go to the next jump and continue your adventure.

Scenarios

Can take more than one scenario.

Scenario 1: Start of the Gourmet Age

Now you will have to do the Acacia thing, find that food item and legendary creature to end that big war to turn that world into the one we know and love today. A giant war will engulf the world should you fail, and bring misery on everyone.
As the scenario is taken, you will be put to the past.
Can you be the one to make world peace and make the world spin around the concept of good food?
For this task Acacacia will be somewhere out of story and you will take his place to complete this daunting task. When the task is done you will return to the normal jump time, this does not count for 10 years duration but can count for perks.

Reward:
For completing this monumental achievement, you gain the ability to retroactively be involved or renowned for completing something that is deemed revolutionary/setting changing. Provided that it is within your capability, yours is a name that sets the foundation of society, the trajectory of civilization isn't far from it either.
However this depends on your own skills/abilities/power, after all just like achieving world peace you must be capable of doing such feats in the first place. E.g. If you are a great fighter of renown, it is possible to flip through a history book and see your Jumper inventing something like Boxing but without the sufficient power Deification might still be out of the picture (if you have sufficient powers, then go nuts).

Scenario 2: Acacia Full Course Menu

Eating Acacia's Full Course Menu allows perfect mastery of one's Gourmet Cells as alluded to by Toriko's Demon and stated by Jiro. The ingredients of Acacia's Full Course are so difficult to obtain that it requires the combined efforts of Biotope 0, individuals renowned in power and specialized occupations. It took months of preparation to know how to get them, but most likely far longer to actually find them, which even for people of their strength and skill is considered extremely difficult.

An interesting point of note is that the ingredients seem to require being captured in a specific order, as stated by Toriko. This is reinforced by how PAIR is situated in an environment with zero oxygen which requires the one searching for it to be able to survive without oxygen for extended periods of time. This coincidentally is an ability bestowed upon someone who has previously consumed AIR, which helps to support Toriko's statement.

For the duration of that scenario, no other supernatural energies other than Appetite Energy will be accessed by Jumper. And perks and powers that need those energies will also not work.

Reward:

Your Gourmet Cells become fully Awake, granting individual unparalleled might. Here the list of abilities granted by each piece of Course:

- **CENTER** – fully awakens the Gourmet Cells of the heart. Once it is eaten, hair grows all over the eater's body and floats away, leaving a completely hairless being with shiny skin. The rush of energy is pleasurable and creates a feeling of rebirth.
- **PAIR** – fully awakens the Gourmet Cells of the right arm. As a side effect of being known as 'Drop of Two Sides of the Same Coin', PAIR has the capability to switch one's gender with one helping. The greatest ability it frant is to see through the true 'Two Sides of the Same Coin,' meaning that one will have the ability to see the spirits of those who passed away, the ability to see and go through the Back Channel and the World of Souls.
- **ANOTHER** – fully awakens the Gourmet Cells of the tongue. It also gives one the ability to comprehend tastes that were previously inedible and reawakens tastes that were forgotten.
- **NEWS** – fully awakens the Gourmet Cells of the left leg. Eating it enables one to control the speed of their Gourmet Cells' cellular division to exceed the speed of light (299,792 Km/s or 186,282 Miles/s), allowing them to create and manipulate Back Channel*****.
- **GOD** – fully awakens the Gourmet Cells of the brain. It has been shown that when a person who ate all of the other ingredients on Acacia's Full Course Menu (except for CENTER) eats GOD, their Appetite Demon manifests as a living being outside of their body, in its True Form. Upon eating CENTER, the Demon would then either devour the person and completely revive, or be devoured by them.
- **AIR** – fully awakens the Gourmet Cells of the left arm. The nutritional values of AIR allows them to fully utilize the atmosphere around them. Simple breathing can heal a person's body from simple cuts to deep wounds and bone damage and along with these regenerative capabilities, AIR provides a person with the ability to spend many hours without breathing.
- **EARTH** – fully awakens the Gourmet Cells of the right leg. It is said to have unmatched sweetness and to provide so much energy and nutrients that it perfectly counters the exhaustion of generating Back Channels, NEWS' gift.
- **ATOM** – fully awakens the Gourmet Cells of the torso and head, excluding the heart, tongue, and brain. Those who drink ATOM also develop the ability to see invisible Gourmet Matter.

In addition to that, one would be able to replace Appetite Energy with something else like mana, chi, aura and others. Also it grants the ability to merge one's own Appetite Demon with Stand, Persona or anything similar, it will be Jumper's choice if they would like to merge them.

Scenario 3: Restaurant Of Gods

It is quite simple and probably a generic scenario. Creation of the best Restaurant or chain of them in this world. It had to attract the taste buds of Heavenly Knights, made chefs fight for position there and made people want to make reservations years in advance.
It has to be so good, that even members of the Nitro race would make reservations, just for your food.
And of course, you must fend off competition and natural disasters that will make it hard for you to stay afloat.

Reward:
For your sweat and blood poured in this biznes, not only you will be able to take it with you and deploy it in other Worlds, all the reputation you build around the restaurant will also be transferred. It will also transform, in order to better match with local style and be immune to strong arming from competition. Also you are granted Ancient Cookbook, a cookbook written by Nitro, that contains methods for cooking anything, even humans. In future jumps it will update with best methods of preparing "ingredients" from local Jump, like for example Reapers from Mass Effect series or Souls in Bleach universe.

Scenario 4: We Need a Dubbler!!!

Uuups…?! Looks like Jump-chan during Your transfer here screwed something beyond FUBAR and now one of the main cast of the Heroes bit the dust. But do not worry, because here you come to the rescue! Or at least fill the shoes left by the other guy/gal. For that challenge, Jumper must create a perk list that will match skills and powers the person has, that they are replacing at the moment of entry into Jump. If you do not have points, pick more drawbacks to fill the point pool.

Reward**:**
For all that trouble, Jump-chan returns those spend points to Jumper, so he could use them once more on documents here post-Jump or take sixty percent of them to spend in other Jumps. Jumper also gets a t-shirt with writing: "**I replaced** *(insert name)* **and all I've got is this t-shirt.**", with a pat on the back for a job well done. That shirt is powered by the power of fiat.

Notes

Start of the Gourmet Age, Acacia is still here. You are just doing his lore back then and when it zips to present time you can still meet and/or fight him as the norm.
On scale and danger level, recommended for mid-chain jumpers since the series will escalate quite fast. As it goes on things will reach a large scale, so do be warned.



https://www.deviantart.com/addrid/art/Toriko-Space-Attacks-Size-Comparison-ver2-5-640234831

Gourmet Cell

Gourmet Cells are special, highly adaptive cells first discovered and harvested from the Gourmet Jellyfish by the "Bishokushin" Acacia 605 years ago. The cells have extreme regenerative and strength-enhancing qualities, such that when implanted into the cells of another living thing they can enhance it in various ways. When Gourmet Cells are implanted into an ingredient, for instance, its flavor improves drastically, though it may become more powerful and difficult to capture as well. An individual's Gourmet cells 'evolve' when they consume delicious foods that suit them and the 'tastes' of the cells; this enhances the strength of the user and their abilities. Certain individuals can also develop new abilities or resistances as a response to harsh new environments, instantly creating adaptations which allow the user to survive. Training one's Gourmet Cells to adapt to a variety of such environments is an integral part of training to survive in the Gourmet World.
As long as Jumper have them, they will manifest at one point Appetite Demon, and yes **Appetite Energy** will shorten time needed for them to come by. Process cannot be avoided. Maybe not in this Jump, or next one, but be sure your Appetite will come.

Every skill and technique presented in perks sections that do NOT need biological components or Appetite Energy can be learned, perks just allow to have them earlier.

*“Red” allows an easier time to manipulate Appetite Energy and mutations, but to reach some levels of strength shown in setting, they have to train; “Blue” grants greater power at the beginning, but less control over it and Appetite Demon can have totally opposed personality; “Green” ones in terms of strength are on “Red” but grant positive results when users acquire plant transplants,

**Ehou Maki is a dish so long that it will provide a straight Path to the target area.

***It will NOT allow Jumper to cheese setting by “sleeping” through all of it. It allows you to “pause” passing time on your jump, for you to awake at a specific point in time. It is like time traveling, only that it works in one direction and without Super McGuffin to work. This ability comes also with a drawback as a Blue Nitro revealed that entering Cryptobiosis is a huge risk on their life due to that they are unable to awaken on their own.

****Considering how many times Earth in Dragon Ball Universe was destroyed, let's assume that other Worlds are connected to it only in specific locations. Similar in case of other Worlds.

*****Back Channel is an alternate realm between the physical world and the World of Souls, where time and space work differently. However unlike the World of Souls, time still flows in the Back Channel, thus allowing living beings to enter it without repercussions.
Back Channel was produced when ANOTHER exceeded the speed of light in order to escape the Moon, causing it to create these paths through space and time.
By eating PAIR, one can see through the Back Channel and even enter it, as well as see and communicate with Food Spirits, as PAIR's second half falls within the Back Channel. However, if one eats NEWS, they can even create Back Channel space and enter it wherever they desire, by making their cell division speed surpass the speed of light.
There are several ways one can use Back Channel. Apart from communicating with the Food Spirits, one can use the Back Channel to alter space or time:

- Warp Road is the spatial utilization of Back Channel. The user finds, or creates rips into the Back Channel, links two areas together for extremely safe travel outside of the physical world. It is unknown if one actually has to travel inside the Warp Road, or if it functions like a portal, with the latter being the most probable one. Entering Warp Road allows for extreme stealthiness, as shown by slipping through the Back Channel without any trace, leaving next to no scent. It is a space that can be used in order to safely travel through the Gourmet World without any form of repercussions.
- Warp Kitchen is the temporal utilization of Back Channel. The user creates a space where time flows differently. According to Joie, the space is a memory of Gourmet Cells, and exists to compensate for immense preparation time of some ingredients. There are two known types of Warp Kitchen: One produced by those who eat NEWS, and the one produced by the Deer King and most likely the Cave of Old Age.

    - In the NEWS Warp Kitchen, one perceives as if time was flowing slower. One minute on the outside can seem like days inside. Warp Kitchens created by powerful individuals can have such a slow flow of time, that it almost seems to completely stop. Also, Warp Kitchen is not necessarily fixed to a point in space, and can be used as a coat to vastly increase travel speed. When inside of this Warp Kitchen, one ages at the normal pace. For example, spending 1 year inside Pandora will only age you by 1 day.

    - In the Deer King's Warp Kitchen, on the other hand, one perceives the time passage at normal pace, except that they age extremely fast. For their consciousness, only seconds may pass by, but their body will age by years.

Version

Date: 2022-07-08; V. 1.4 – Add **Choice** and **Tina Sometimes** drawback, making a few tweaks here and there in text.

Date: 2022-07-07; V. 1.35 – Add **Soul Furnace** in General Items. Add **Virtual Reality** to Drawbacks and change **Picky Eater** points that it gives.

Date: 2022-07-06; V. 1.3 – Add **Gourmet Cells** perk, add **Dormant Cells** and **Simple Diet** drawbacks, small changes in **Gourmet Seed**. Reworked **Gourmet Spectrum**.

Date: 2022-05-16; V. 1.0 – End of writing and publishing that version of Jump Doc. Being beta readed by r/Negative-Tangerine.