

Generic Restaurant 1.0 By Burkess

Welcome to Generic Restaurant. A world of Generics and Restaurants.

You'll need these.

1000 Food Points.

Locations:

1. Any setting of your choice, but with more restaurants.
2. The restaurant universe. The place is filled with restaurants, and everyone here has some relationship to the food industry.
3. Restaurant portal world. It's a planet covered in portals that lead to any universe in which a restaurant exists. You'll always be able to find your way back to this place.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Food Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

IT'S RAW!: Free! At will, you can exaggerate your personality and act incredibly belligerent and angry for comedic effect. You'll automatically come up with the most scathing insults and comments you can think of, as if you spend a half hour on each of them.

Printout Tasting: You understand the exact ingredients in any dish you encounter, and can summon a list of every single ingredient used and in what percentage. When you taste the food, you're able to also come up with the exact steps used to create the dish.

Refrigerator Plus: Preservation ability that keeps things from rotting and freezes non-living things at their current state and temperature. Simply use it on something and it'll never go bad.

Duplication Spell: With an expenditure of energy, you're able to duplicate food items. The more rare and expensive the ingredients are, the more it costs you to do this. Very common things have a negligible cost and can easily be replicated.

Safety First: When you teach safety protocols, people will get into the habit of following them automatically. There won't be accidents when someone grabs a hot metal pan that was just in the oven without wrapping it in a towel. People will remember to keep their fingers curled when chopping things. It all becomes ingrained into them and they do so without effort. This also includes you as well.

Death Touch: You have a special technique that allows you to instantly kill anything that weighs less than five pounds. It spreads in a wave from where you activate it and rains death in its wake. This enables you to kill sanitize things to an unparalleled degree.

Mimicry: If you're physically capable of reproducing a movement, you commit it to memory and can copy it exactly from seeing it once. If someone explains how something is done, it will allow you to do it if they give a good enough description.

Like A Sponge: You absorb other people's knowledge and skills from osmosis and hanging around them. The longer you stick around someone, and the closer your relationship, the more their talents, information and general abilities will flow into you. You'd only be able to actually use this stuff if it's possible for you to do so, though. You could learn all of Superman's cooking techniques, and his skill at fist fighting, but can't get his heat vision unless you have some other ability that enables that.

Bottomless Stomach: Allows you to instantly convert food into energy and accelerated healing, granting you a form of regeneration. Anything wrong with your body can be fixed by pounding enough food.

Magic Chef: Create food with magical effects and attributes, such as healing people and restoring fatigue and stamina. You're essentially like a potion maker or alchemist from a video game, but as a chef.

All of the ingredients you encounter will have special effects, and combining enough of them will create a positive or negative effect. Tasting an ingredient will reveal what effects it has when made into a dish or eaten alone.

Feed The World: If you eat while you're full, you can instead transport the nutrients you would have received to a hungry person who needs it more than you. This has no range limit, but it focuses on the nearest hungry people in your area and spreads from there. You can also split the effect, to cause it to affect any number of people, but divides the nutrients among them.

Culture Shock: Gives you a great talent for adapting recipes and creating fusions of cultural dishes. You can create a version of any traditional dish that's suited to any demographic you can think of, by introducing elements they'd like.

Help Wanted!: When you have a job that needs to be done, you release a beacon that draws qualified candidates into your life. The more you're willing to give them in payment and benefits, the more people you'll get.

Criticism, With Understanding: Examining a creation tells you what someone's intentions were when they made it, and you can experience the emotions and thoughts that went into making it.

On The Job Training: Impart knowledge and lessons through practical demonstrations. Someone cooking in a kitchen with you while you critiqued their work and showed them what to do would be more effective than them going to a school to learn this. You're able to impart habits and muscle memory upon people in a very short period of time, greatly cutting their learning curve.

Vibe Spreading: Your emotions are infectious. Being in a good mood lets you share it with other people, bring them up to your state of mind. Being angry, sad, or upset also causes other people around you to experience those feelings.

Give To Get Back: When you give generosity, people are highly likely to reciprocate if they're at all willing to do so. One application of this is that you'll get more tips. On a higher level, you can create major change in your community by giving to it and then getting back labor, donations, and so on.

Management Leadership: Grants management skills and an understanding of whom best fits what role in your group. You're capable of organizing people for the best jobs they can fill, and can put people where they'll be most effective. You also know how to mediate between strong personalities and keep the peace.

Daily Motivation: You can give motivational speeches that let you use what you know about someone to accidentally or on purpose hit upon their dreams, desires, and ambitions and hype them up. If you combined this with training in skills, they'd be set to become a top level producer.

Career Option: Choose a career. You gain 10 years of experience and memories in that career and gain updating credentials, if applicable, that will let you practice it in future settings.

Iron Chef Winner: You gain the memories and skills of having been a chef for years and of participating in a cooking competition and winning. In this jump, your accomplishment brings you extra fame. In future settings, you'll quickly experience an event that will give you the same level of fame and spread word of your cooking skills.

When You're Here, You're Family: When you spend time with people, relationships rapidly develop. If someone has a desire to bond with you, a family connection will form between you. They'll share details about their lives, and you'll have chances to further get to know and connect with them. This would enable you to turn an entire organization into your family members.

Innovation And Exploration: The ability to innovate, and get new ideas through experiments. Your intuition guides you to ideas that are more likely to work out. Trying something completely unheard of can lead you to a breakthrough more often than not.

24 Hour Chef: Grants enhanced endurance, letting you withstand a grueling pace and working long hours. Your body also remains fit regardless of how you treat it, and an hour of sleep is enough to substitute for a whole 8 hours.

Drug Dealer: You're an experienced drug dealer and could easily operate a business out of a restaurant. This comes with skills in using guns, fighting unarmed, and doing advanced mathematics.

Money Launderer: Causes you to become an expert at laundering money. You know the best tricks for getting away with fraud, and instinctively know what behaviors you or other people are performing that would draw suspicion from law enforcement.

A Judge Of Character: Examining someone enables you to quickly get their measure. You're able to spot toxic people right away, and can tell if someone is just a jerk or if they're hurting inside. Your hunches about people are usually right, unless they go to great lengths to disguise their intentions.

Viral Marketing Expert: You're highly talented at advertising and can spread word about anything. You have your finger on the pulse of what's popular and seen as interesting by consumers, and know how to tailor your marketing to best exploit current trends.

Items:

Your Restaurant: Free! You've got a restaurant. It's of whatever design you'd like, and it sells food. It'll make you money as long as there's potential customers in the area.

Restaurant Upgrade: Chain: Each purchase gives you 10 more copies of your restaurant to be placed down as you please. Optionally, any changes you make to the main restaurant can be pushed to effect the copies. There's a hidden bookshelf in your office that allows you to teleport between any of your restaurants.

Restaurant Upgrade: Vending Machines: Each purchase gives you 100 vending machines that sell goods from your restaurant. It comes with workers who will collect the money and replace the food and goods when needed.

Restaurant Upgrade: Food Carts/Trucks: Each purchase gives you 25 trucks/carts that will spread around and feed people in exchange for money. They can also alter themselves to be wagons, which fit in better in some places.

Company Cars: Each purchase gives you 30 mid-ranged cars. These could be used for delivery drivers or whatever purpose you can think up for them.

Delivery Drone Fleet: A group of 12 delivery drones. They fly at a speed that'll let them deliver food within the area around your restaurant in 30 minutes or less. They're programmed to fly back to base and pick up new orders automatically.

Chef Gear: This includes top of the line cooking utensils and one of every kitchen appliance that existed on Earth in the year 2000s and before then.

Building Crew Contacts: A typical restaurant takes roughly 4 to 6 months to be built and setup, but your contacts with this crew would let you have all the work done in 1 month. They'll handle the legal fees and registrations you need on your behalf. All you have to do is pay them, and their wages are quite competitive. They can also handle your other building needs, though you'll have to pay for or provide the materials if you want something made of things that are hard to find.

Robot Work Force Factory: Each robot can perform tasks humans can at a greater level of efficiency, but you don't need to pay them. Each robot will cost you a fee to produce, but once it exists, it'll respawn in a few days time if destroyed. They can be programmed to do things other than work in a restaurant.

Legal Team: They'll send specialists inspectors and auditors to go over your businesses with a fine tooth comb to ensure everything you're doing is up to the standards. If they find an issue, they'll help you address it. They have crack lawyers who are at the top of their field and can defend you from any legal issues. You just need to pay their modest fees.

Inventory Sheet: This gives an up-to-date record of the inventory of any companies you own. You can create copies, which also enable copies to be created for specific businesses or the entire sheet. This would let you give a manager a copy of the inventory sheet that they can pass around to your other employees, but not let them know details about your other businesses.

Automation Machine: Feed ingredients in, and it'll go through the process of creating a dish and output that meal. The machine has the needed tools and stations to produce anything you'd make in an industrial kitchen, and can be upgraded to make even more niche dishes.

Ingredient Book: Anything you've ever tasted will appear in this book, along with suggestions for meals you can make out of it. The more ingredients in the book, the more combinations it'll create. Another person touching the book will add all the things they've tasted to it, expanding its potential recipes.

Infinitely Updating Cookbook: If someone touches this book, all the things they know how to cook will be detailed within it. It even works if you stand over someone's grave or where they died. Other cookbooks that touch this book will have their recipes copied into it.

Underground Drug Contacts: This is an order form. Write down something you want to buy on the order form, and you'll be able to get it for the lowest possible price. It can get you all the drugs, legal and illegal, you could ever need. Your stuff will be delivered covertly within a few hours.

Nutrient Paste Maker: Adding biological material will grind it down into a paste that can be shaped into the form of various foods. It comes with flavor packets that'll make the paste taste different from just a mass of whatever it's made out of.

Cleaning Robot: This is a group of cleaning robots. They'll sanitize everything and then enter idle mode. When a spill or mess is created, a robot will detect it and go to address the issue. You get 30.

Meow-Meow: A six foot tall anthropomorphic cat. This cat's presence causes pests for miles to flee in terror. They're highly adept in battle, can run faster than a cheetah, climb better than a leopard, and could defeat a tiger in single combat. Their intelligence is on the same level as a human.

Supplier Contracts: You're able to buy top level ingredients at bulk prices. As long as you have the money to pay for materials, you can get new shipments delivered. There's an order form that you fill in, and you get your delivery the next day. You can pay more to get same day service.

Chef Hat: This hat makes you a better chef and teachers you how to manage restaurants. While wearing it, it'll whisper the secrets of improving your skills and taking your game to the next level.

If you wish it so, the hat will inspire people across the setting to become chefs and make restaurants common. Abilities like those you can find here will also be developed within the local population.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Food tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay: You'll spend 10 more years here.

Blistering Pacing: Any major plot events will rapidly accelerate themselves so that they'll all happen within a year at most. If the plot took less time than that, time will bend so that it finishes within months or potentially weeks.

Warehouse Lockout: You can't use or access your warehouse.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Be The Main Badguy: In order to leave this setting, you must be responsible for the closing of at least 100 restaurants. This can be done in any way you choose, as long as it results in them no longer operating.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Food points as you spent. They don't like you and want to defeat you. They'll build a restaurant that's highly similar to yours and acts as a direct competitor to you.

The Boss Dislikes You: You will quickly draw the attention of an antagonistic group that wants to ruin your business. It will be revealed that a major competitor of yours is directly behind this.

Entitled Customers: Your restaurant becomes a magnet for entitled, obnoxious people who create loads of drama. If such a person is in the area, they'll feel drawn to come to your establishment and be themselves.

Bad Reviews: You'll experience a one time event where you get a lot of bad reviews for your restaurant. This can negatively affect its chances of success and drive business away unless you address it carefully.

Weak Promotion Efforts: It's harder for your advertisement and promotion efforts to bear fruit. People may ignore advertisements and marketing. Word of mouth remains unaffected.

Vermin: The number of vermin animals in the setting has quadrupled. That means many more rats, mice, roaches, flies, and so on. This will create many issues, but one of them is that the abundance of these creatures means they're more likely to end up in your restaurant.

Picky Eaters: Locals will reject food if it doesn't match their tastes or conform to their culture. If you can convince them to try something new and they like it, they may change their minds. But many are creatures of habit and prefer to stick to what they know.

Supply Chain Issues: Global shortages make it harder to gain access to ingredients and needed materials. It also makes things much more expensive.

The Restaurant Wars: The restaurant portal world has exploded, and portals between universes are appearing everywhere. Anyone can visit from any universe. An enormous restaurant competition has formed to find and judge the greatest restaurant ever. The competition is stiff, and your restaurant will be up against some of the greatest chefs of all time.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?