Version 1.1
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# Generic Culinary Warrior

Food is such an important part of life, one of the main driving forces for any living thing, that it is little wonder some choose to focus on it so extensively. And yet, for some individuals, the focus on cuisine is so much more than simple sustenance and the pleasure of consumption. These are the culinary warriors, people that have taken their ability to prepare foods and the skills cultivated through their cooking process to be effective warriors. Some are monster hunters, using their knowledge of butchery to target the places they can do the most damage, others use their food as a medium for magical buffs and enchantments, and still others have found a way to incarnate dishes into living creatures as a form of summoning.

Regardless of their focus, however, they are always exceptionally skilled chefs that have honed their skills to an absolutely ludicrous degree. The foods they make, the sheer skill, allows them to develop their bodies without the need for excessive physical conditioning, their foods bringing out new and potent traits within themselves, and potentially in others as well.

You will spend ten years in this insane world… take these, they will help you survive here.

**+1000cp**

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## Setting

Choose any of the following.

1. *A Generic World of Your Choice*.
2. *Isekai World*. You've been taken from one world and thrust into another. If you lack memories of this world, this is the same as 1.
3. *A Portal Nexus:* This is a world that's filled with portals to various other universes that have culinary warriors in them. You can find your way back here after entering one of the portals.
4. *Supplement Mode:* You can choose to use this jump as a supplement and attach it to another jump.
5. *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.

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## Origins

There are no specific backgrounds here, the default is a Drop In. However, you can choose to have memories of this world applicable to the perks you've purchased.

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## Age and Sex

Age and gender don't make much difference in this setting so pick whatever you want.

If you choose an age under 13 or over 75, you gain +100cp due to the hardships such ages can have on you.

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## Perks

You get 5 Culinary Tokens. These can be redeemed to get anything you want here for free, with a maximum of two Culinary Tokens being able to be used for 300cp perks. You gain a single 50cp perk for Free.

**Culinary Expertise (Free):** You have the equivalent of ten years of experience in the art of cooking. You can choose what sort of cuisine you've specialized in, but you are well rounded enough to cook a wide variety of foods in an equally wide array of styles.

**Hobbyist (50cp):** Choose a sport or hobby, such as collecting, drawing, or the like, you gain five years worth of experience with the chosen hobby. This may include esoteric knowledge, such as the worth of various coins if you collect coins or knowledge of urban legends if you study or hunt cryptids. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new hobby.

**Craftsman (50cp):** Choose a craft, such as metalworking, carpentry, or the like, you gain five years worth of experience with the chosen craft. This may include esoteric knowledge, such as the concepts associated with various woods as a carpenter on top of the physical properties or what different weaves represent in textiles. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new craft.

**Career Path (50cp):** Choose a career, such as office worker, technician, or the like, you gain five years worth of experience with the chosen career. This may include esoteric knowledge, such as numerology if you are an accountant or color theory if you work in graphic design. This perk may be taken multiple times, either increasing the amount of experience by 5 years or getting experience in a new career.

**Combat Skills (50cp):** This perk gives you five years' worth of experience in various combat skills. You may distribute this experience across any number of weapons or combat-related skills, such as tactics, sapper training, scouting, or fortifying areas. This perk may be taken multiple times, increasing the amount of training you gain and can distribute by an additional five years.

**Well Fed (100cp):** Years of proper nutrition, exercise, and self care have allowed you to develop an ideal physical condition, giving you an impressive physique. You are stronger, faster, and tougher than what is considered the peak of humanity into the realms of what comic books consider peak human ability. Your physical condition will not degrade from disuse or suffer from atrophy to any significant degree.

**Nutritionist (100cp):** You know how to balance a meal to have proper nutritional values without sacrificing flavor, as well as how to increase the bioavailability of ingredients with lower bioavailability. You also know how to substitute ingredients to get around allergies or dietary restrictions, again without sacrificing flavor. This can also apply to non-food items if you so desire.

**Presentation (100cp):** Anything you create, be it a meal, an article of clothing, or a weapon, looks much better than the amount of effort you put into it. You can also choose how you present yourself effectively, if you want to come off as a goofball and be underestimated, you can easily pull it off, and if you want to present as intimidating and dangerous, you can do so. This is just an impression, and if forced to back it up, you'll need to rely on yourself for it.

**Work It Off (100cp):** Being a culinary warrior means you'll be eating a lot, and that means a lot of calories, fat, protein and the like entering your system, which can easily collect in your body. Now, however, you have the knowledge of a personal trainer and how to apply it to yourself, as well as others, with exceptional ease. Any boost to your ability to teach others can now be applied to yourself, though this does not lead to any sort of recursive increase from anything that lets you apply your own learning speed to your teaching ability.

**Clean and Tidy (100cp):** You have impressive organizational skills and know how to both clean and sanitize nearly anything quickly and easily, as well as knowing how to make soap from scratch. Additionally, your own skin and body is constantly being gently cleaned and sanitized, leaving you with the feeling of just having taken a shower and preventing any disease or contact poison from taking hold. This also prevents cross contamination.

**Keep Your Tools Working (100cp):** You know how best to keep your tools maintained and in ideal condition, it takes longer for any tool you use to need maintenance, and you have a sense for when it is the best time to actually perform such maintenance.

**Get Out of the Kitchen (100cp):** You have all the necessary skills to go out into the field, as it were, ranging from simple outdoorsmanship and survival training all the way to the knowledge of monstrous beasts that may exist out there. You are also really good at improvising a kitchen out in the field using just what's available in nature, as well as how to set up a comfortable camping environment even in harsh conditions.

**Preservation (100cp):** You have the knowledge to preserve ingredients and keep them from spoiling through various methods, allowing them to last considerably longer before fouling. This includes drying, salting, pickling, making preserves and jams, and even some measure of refrigeration, as well as a few other options. This also allows you to create rations that will last a long time.

**Hearth & Home (100cp):** You have a way of getting people to get along and cooperate, building trust and teamwork even with people that clash. A pair of bitter enemies might become friendly rivals, or at least casual frenemies, given enough time with you around them. This also gives you good skills in managerial work and the skills necessary to run a business, especially one dealing with food.

**Mentorship (100cp):** You have a considerable knack for teaching, able to clearly and concisely convey information in a way that's easy to digest and remember, as well as being able to quickly and easily adapt to your student's needs. This is best used when working one on one, giving a five times boost when doing so, however, the more students you have, the lower this boost gets, though it is a slow decline.

**Rationing (100cp):** When you are low on resources, you can easily figure out how to make something even with what limited resources you have available. You can figure out how to gather up additional resources from the environment to bulk out what you already have available. You can also figure out how little you can get away with using to get by and keep your resources from being used up to quickly, while maintaining the effectiveness. This doesn't just work with food and drink.

**Creature Comforts (100cp):** In the kitchen, there can often be a great deal of stress, both physically and mentally, which can lead to a wide variety of aches and pains, not to mention the smells that can sometimes be overpowering when mixed together and the heat that lingers. You, however, are immune to these small aches and pains, headaches, and will find that small nicks and cuts just don't happen to you, though more serious ones still will.

**Brewmaster (100cp):** Beverages are an integral part of any meal, be it simple water or brewed teas or an expensive wine, and you know how to make such things and how to pair them with and compliment a meal. You also know how to effectively age a beverage to make it better. Beverages you make tend to be more refreshing as well. This will also make any potions, serums, and elixirs that are ingested more effective in general.

**Butchery (100cp):** You are a skilled butcher, with an equal amount of skill to your abilities as a chef as a bare minimum. Additionally, your knowledge of anatomy and how to break down a creature allows you to target weaker spots on your foes and deal much more damage as a result. This will even work on creatures you haven't personally butchered or studied the anatomy of before, though at reduced effectiveness.

**Tenderizer (100cp):** You have obtained the ability to use your knowledge of anatomy to strike at pressurepoints that can and will impose pain, cause the body to weaken, slow movements, or otherwise render the target physically weaker than they were before your strikes hit. With a few adjustments, you could instead use this to boost yourself or others to a similar degree. Additionally, you can more easily work with hard or tough materials in general and can make anything you cook much more tender and easier to consume.

**Shellbreaker (100cp):** Sometimes, it takes a bit of brute force to get at an ingredient, maybe you need to break off the shell of a turtle or you have a particular tough nut to crack. Either way, you know how to apply force to get through such defenses. This can even let you get through armor worn by an opponent or the natural defenses of a monster you are currently fighting, making that armor or defense less effective as you break through it.

**Combat Seasoning (100cp):** You have figured out a rather interesting method of combat, using a combination of seasonings, oils, and herbs to both season and inflict a variety of negative effects on your opponents while they are still alive. Smokes that dull the senses, salts that irritate and worsen wounds, oils that leave the creature unsteady, and herbs that cause sickness in the targets without being poisonous are all possible. This can be improved with knowledge of alchemy.

**Cast Iron Stomach (100cp):** You are completely immune to poison and disease of any kind and can eat and gain sustenance from just about anything. Additionally, you have built up a layer of dense and tough subcutaneous fat that acts as a simple form of armor, providing a basic defense for you. This can either be shown as a significant paunch that can absorb impacts or a barely noticeable layer that is solid enough to make lacerations less effective. An additional purchase gets you both effects, on top of being able to choose how much the fat affects your appearance, anywhere between the two effect's aesthetics.

**Better Ingredients (100cp):** Ingredients you purchase, harvest, or otherwise obtain tend to have a higher quality than they otherwise would. It also means that nothing you ever obtain will come to you rotten, moldy, or otherwise in a state of inedibility. You also know several ways to improve on the flavor and seeming quality of ingredients, such as special marinades, dry aging processes, fermentation, and the like that can all make a lower quality ingredient the equivalent of a higher quality one.

**Chef's Senses (100cp):** Your sense of smell is significantly boosted, to the point you could, potentially, track something by scent alone or pick out subtle clues from a meal based entirely on smell. Your sense of taste is similarly boosted, to the point you can pick out individual ingredients in a meal based entirely on the smallest of tastes and can even taste 'tasteless' ingredients. You are never overwhelmed by these improved senses and can refine them further given enough time and practice.

**Utilimancy (200cp):** You have mastered the art of utilimancy. An oft forgotten school of magic, utilimancy is more commonly known as household magic and is used for maintenance and upkeep, including cleaning, repairs, a minor form of telekinesis, and, most importantly, cooking. Utilimancy can be used to replace a wide variety of utensils and tools meant for the cooking process and can replicate many modern day tools used in the kitchen. It also gives a very minor form of elemental magic in each of the four main elements. The equivalent of creating sparks to light a fire.

**Culinary Alchemy (200cp):** Every ingredient and material has some magical property to it, on their own minor and inconsequential, but when combined with other ingredients or materials in the right way, can bring out magical effects all their own. While this *can* work with a wide variety of methods and materials, you are most proficient in the creation of magically charged foods and drinks that can carry a variety of long lasting, but temporary, effects all their own. These can range through the effects of most potions, though they trade potency for duration.

**Biofeedback (200cp):** Also known as the Sage Arts or Life Return, you have complete and total control over your bodily processes and can move every inch of your body to your will. At base, this takes your reaction speed up to a higher level as your body reacts to your thoughts instantly and increases flexibility significantly, however, you can learn techniques that utilize this in a variety of ways, such as halting the effects of an ingested potion or meal for a time and restarting it later, controlling your hair as if it were an extra set of limbs, kick your adrenaline production into overdrive, and similar techniques. This is an essential base for many combat techniques as well. Finally, this allows you to process and use all resources from anything you ingest without waste, resulting in you never actually needing to use a restroom unless you want to do so for whatever reason.

**Can't Stand the Heat (200cp):** You have a high resistance to heat and flame. Temperatures up to five hundred degrees (Fahrenheit) would be completely comfortable to you. Even higher temperatures, such as red hot iron, would still only be painfully uncomfortable rather than harmful. You are also immune to the negative effects of smoke inhalation. Regular exposure to higher temperatures will increase this resistance further, albeit slowly.

**Icebox (200cp):** You have a high resistance to cold and ice. Temperatures down to negative two hundred degrees (Fahrenheit) would be completely comfortable to you. Even lower temperatures would still only be painfully uncomfortable rather than harmful. Additionally, you have a greater resistance to higher or lower pressures. Regular exposure to lower temperatures will increase this resistance further, albeit slowly.

**Gourmand (200cp):** You have somehow acquired the ability to just eat and eat and eat without end if you so desire, and no negative consequences will come of it and you can, in fact, benefit from it instead. When you ingest any sort of food or drink in excess of what you need to survive, you will find that it is converted into an internal reserve of neutral energy that can be used in place of any other form of energy, to provide calories and nutrients to satiate you, can restore your stamina, and to accelerate your natural healing rate. While you can still get full, it will never be uncomfortably so. Additionally, you are a champion of speed eating.

**It's Filling (200cp):** You have the ability to lengthen the effects of any empowerment placed on you with a duration by an order of magnitude (x10) without diluting its potency. This also reduces the costs to maintain an effect by an equal amount, making it take a tenth of the cost to keep a spell or effect going. You also need only a tenth the food and drink that a normal person would need to survive.

**Ethically Sourced (200cp):** You are somehow able to harvest ingredients from a creature without causing any lasting harm to them, and if they willingly give of themselves, the ingredient will be of a higher quality than it previously was. This includes boosting any magical qualities the ingredient may have. To facilitate this, you can understand and be understood by any creature. You are also able to choose when you deal lethal damage with any attack, even if you are using your strongest attack, it will not be permanently damaging unless you choose it to be.

**Farm Fresh (200cp):** You have a natural talent for farm work, both in terms of raising and caring for animals, handling animal-based products such as milk or eggs, and how to process them into new forms, such as turning milk to cheese, as well as how to grow a wide variety of crops. More than this, however, you know how to accelerate their growth, how to pass on desirable traits from generation to generation, and how to impart magical qualities into them. You also know how to harvest seasonings that aren't otherwise covered here.

**Iron Chef (200cp):** Your skill in cooking has directly translated into skill in combat, the two now inexorably linked together. Whenever your skills in the kitchen improve, so too do your skills on the battlefield, and whenever your skills on the battlefield improve, so too do your skills in the kitchen. You are also able to translate your skills in cooking into the creation of weapons, armor, and other tools of war, with their skill similarly linked to your cooking skills, so long as the components used come from previously living creatures.

**Savor the Taste (200cp):** An unusual ability, you have five slots where you can impart an effect, be it from a potion, a meal, a drug, a spell, or any number of other effects, and cause it to become persistent, lasting until it is removed from the slot, which you can do at will, even while unconscious. While an effect is in one of these slots, it will provide you with all of its benefits while neutralizing any downsides that may have been a part of it. When you remove an effect from a slot, you can cause its effects to end immediately or continue its duration as normal. Once removed from a slot, that instance of the effect cannot be put back into the slot. Purely offensive effects that are used on you cannot be put into one of these slots.

**Soul Food & Brain Food (200cp):** Your food doesn't just nourish the body, it nourishes the mind and soul as well. This allows the mind and soul of anyone eating your food to grow and heal just like their body could. You have also gained a reasonable ability to balance foods for the soul and mind just as much as for the body, though this doesn't give you any skill beyond what you can already provide to the body.

**Big Bite (200cp):** Your jaws are incredibly strong and your teeth both unbreakable and everclean. It's not just your teeth that are strengthened, however, your bones are much more resilient, though not unbreakable, and have far stronger ligaments and tendons attached to them. You are capable of stretching your jaw to allow for much larger bites and can apply enough force to crack rocks with just your teeth and jaws without much strain. Finally, you can eat just about anything and extract some measure of nutritional value from it, even dirt and stone.

**Second Serving (200cp):** Sometimes, once isn't enough, so you've turned that into a combat technique. You have developed the ability to cause a spell, buff, potion, or other beneficial effect to trigger on you a second time, so long as the first instance of that effect happened within the last twenty four hours of when you choose to trigger the second. Additionally, you are able to gain a burst of vitality that partially seals your wounds and restores a decent chunk of stamina as a second wind effect, only needing a short rest to regain the ability.

**Building Flavors (200cp):** As flavors are built and combined within a dish, so too are the skills, buffs, and debuffs you can lay out. You can see how to combine your skills organically and meld them into a coherent style, even with noncombat skills in combat or combat skills outside of combat. Effects, such as buffs and debuffs, can be layered to deepen their effects as more are added and compliment each other to one degree or another. This isn't limited to your own skills, as you can effectively combine your skills with those of others for a combination attack.

**Hits the Spot (200cp):** You have the ability to empower the effects of any empowerment placed on you with a duration by a factor of five (x5) without reducing its duration. This also allows you to maintain the effects of any empowerment placed on you with your own energy and stamina. Healing effects are also affected by this multiplier, making them significantly more effective.

**Making Do (200cp):** You know how to process normally poisonous or inedible things to make them safe to eat, and possibly even palatable if you are good enough. More than this, however, you know how to leave just enough poison that it can be used like a seasoning, as is the case with pufferfish, or how to extract the poison for your own use in other situations. You are also trained in how to use poisons safely, effectively, and easily.

**Super Foods (300cp):** You have found a way to pack a unique element into the food you make that it actually acts as a form of permanent enhancement to the individual that eats it. You can create foods that bolster the body, accelerate thought, improve magical affinities, or even grant minor superpowers all their own. The better the ingredients and the better made the dish, the better the end results will be. The effects of these are permanent, but you must choose to incorporate these effects into the food when you make it.

If you also have the Culinary Alchemy perk, you create simple snacks that carry the same level of effect as a full blown meal made with Culinary Alchemy and, if enough are eaten over time, can provide minor permanent effects.

**Arcane Cuisine (300cp):** You are more than just a chef, more than even a culinary warrior, you are a wizard of the culinary arts in the most literal sense. You are capable of distilling supernatural essences and use them to quite literally cook your spells, preparing them as you would a fine meal. Once cooked, the results will be imprinted onto your mind and can be cast by either expending the spell and allowing it to dissipate until remade or by channeling power through it to cast it without causing the spell to leave your mind. You can use caloric energy, burning your fat reserves, to cast these spells, however, doing so could potentially be lethal.

If you also possess the Utilimancy perk, you can use it to create elemental magics, healing, and a potent form of telekinesis, with easier focus allowing you to cast multiple effects at once an potentially combine them.

**You Are What You Eat (300cp):** Through a complex and controlled metabolic process, you are able to replicate the features and abilities of the things you eat in some fashion. You can temporarily manifest the physical characteristics of anything you've eaten within the past twenty four hours, exaggerated by the supernatural nature of this process, such as a lion's head allowing you to roar with concussive force or forming an abalone shell that can deflect bullets. With considerable practice, you can potentially extend how far back this can go, incorporate these physical traits into yourself fully, or allow you to manifest the supernatural traits of the things you've eaten, though these would not be exaggerated in the same way that the more mundane components would be.

**Fast Food (300cp):** So long as you have all of the ingredients or materials to make something, you can convert them into a finished product in only a few moments. The quality of the finished product will be less than your best efforts, but will take your skills and the quality of the ingredients used in its creation. This will work for anything you attempt to create, not just food.

**When Life Gives You Lemons (300cp):** Sometimes, you can't get the best ingredients and have to deal with what you can get, however, you've found a way to change that a bit. You can take two similar ingredients or materials and merge them to create a higher quality ingredient. Ingredients or materials that aren't similar can be combined in this way as well, with a little practice, however, doing so changes the properties of the ingredient or material and can be made a higher quality, though by a comparably small amount.

**Spirit of the Kitchen (300cp):** The role of a chef is to feed the hungry and provide them with sustenance, but there are some beings out there incapable of eating. You've found a way around this. You can "feed" any meal you create to anything. Lands, spirits, objects, creatures, it does not matter what it is, it can be fed in this manner. Feeding something a meal in this way can improve on it, increasing the fertility of the land, appeasing a spirit, bolstering an object, and similar such things, potentially even allowing them to develop and grow in some manner.

**Made With Love (300cp):** You have obtained the ability to distill a concept, moments, feeling, or bit of magic into an ingredient you can add to a meal, adding a unique flavor that calls to mind the concept, moments, or feeling used to make it. Such distillates are highly magical in nature and can have effects all their own or be used to enhance the magic of a spell, alchemical, enchantment, or meal considerably, making them quite useful magical reagents. If these distillates resonates with what they're used in, it can increase one or more parameters by a significant margin, possibly up to ten times if the resonance is perfect.

**A Heroes' Feast (300cp):** When you share a meal with your allies and friends, you make it easier to build a deeper feeling of comradery between yourself and them and any participating in the meal are revitalized and will quickly heal as the food and nutrients are quickly absorbed and used to promote healing. You and the other participants of the meal are able to eat more than your stomachs could normally hold with no negative side effects, even those without a stomach or mouth can potentially share in this meal.

While eating, you and your allies will gain the benefits of training with each other, building up your teamwork and allowing you to learn little tricks from each other as you converse and eat. It also builds up morale and reinforces the will of the individuals involved for a time.

If you have the Gourmand perk, your allies sharing in this meal can benefit from some of the effects, building up the same energy reserve that can be used for the same purposes. However, they can only benefit from this again after the initial reserve is expended.

**Living Kitchen (300cp):** Such an unusual ability. You have found a way to bring a dish to life, changing it from something meant to be consumed and enjoyed into a beast or warrior to fight alongside you. The quality of the ingredients, the skill of the chef, and, to a lesser extent, the equipment available for the cooking process affects the physical, mental, and spiritual strength of the resulting creature, as well as its form and the sorts of abilities they may manifest once given this form of life. Their appearance can range from a human or animals with some accents reminiscent of the dish to turning a bowl of spaghetti and meatballs into the flying spaghetti monster.

At first, the creature will be bound to you or the creator of the dish, but you are able to relinquish this bond to allow them to be their own entity. While bound, the creature cannot easily be killed and will condense into an easily portable form (such as a card or bowl) in your possession, only destroying this condensed form will kill the creature while it is so bound. It takes time and some ingredients to heal the creature.

It is possible to improve on a creature by adding new components that fit with the base dish, such as fried rice having shrimp added into it. This will potentially open up new abilities. Using the wrong foods can have negative consequences and even lead to the creature going berserk due to the clashing elements.

If a creature created by this perk is no longer bound to you and you convince them, they can be imported as companions on your journey through the chain.

**Pantry Armory (300cp):** When the tools you can obtain aren't up to your standards, what choice do you have but to make your own? And when mundane tools are not enough, well, you've got a trick for that. You have learned the unorthodox, and often frowned upon, process of turning a dish into a tool of culinary warfare, converting the food into a tool or enchantment based on the ingredients used and the processes of the cooking itself. Indigestible ingredients, such as iron powder or wood shavings, as well as purely magical processes such as those used in the Arcane Cuisine perk, can be incorporated into a meal specifically designed for use with this perk, resulting in a stronger, more stable tool.

The resulting tools can range from kitchen equipment to weapons of nearly any sort to shields or pieces of armor, with a great many enchantments based on what ingredients were used and how they were incorporated into the dish. Once a dish is transformed into a tool in this way, it cannot be returned to its original dish form. However, like with the Living Kitchen perk, they can be stored in a smaller, transport form.

**Cannibal Connoisseur (300cp):** A forbidden technique of the culinary warriors, this technique makes it possible to draw out the memories, skills, instincts, and muscle memory of a being through eating their flesh or drinking their blood and benefit from them. A simple lick of the skin is enough to gain some fuzzy recollection of surface level thoughts and memories, increasing in amount and quality as more is consumed. These are not fully integrated into you to begin with and are separate from yourself, requiring you to sort through them and actually learn how to integrate and adapt them to yourself or allow them to filter through slowly over time. Carelessly using this technique can result in mental issues or insanity, however, you find that you are immune to such effects due to spending CP or a Token on this option.

**You cannot use a Culinary Token to gain this perk.**

**Fusion Cuisine (300cp):** Just like different styles of food can come together to create a harmonic fusion that can taste just as good, if not better, than the original style, your perks and abilities can be fused together to create new perks that carry some of the qualities of the fused perks. You can combine any two perks, powers, or abilities together to create a new effect. You can choose how the two perks, powers, or abilities combine. Once fused together, the perks, powers, and/or abilities cannot be unfused until the end of the current jump. A perk in a fusion cannot be used in another fusion. You cannot fuse your base stats (such as strength, speed, or intelligence). You can combine this perk with other perks if you so choose.

**You cannot use a Culinary Token to gain this perk.**

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## Items

You gain two additional Culinary Tokens that can be used in this section only.

**Kitchen Essentials (Free):** An infinite supply of decent quality flour, sugar, butter, kosher salt, water, baker's yeast, red and white wine vinegar, lemon juice, black and white pepper, red pepper flakes, cayenne pepper, paprika, extra virgin olive oil, canola oil, baking soda, and baking powder. Also comes with a small selection of pots, pans, and basic utensils of middling quality.

**A Place in the World (Free/100cp/200cp/300cp):** Not so much an item, but not quite a perk either, this option gives you a place in the world. This gives you access to a history in this world, however sparse it may be, along with just enough memories to allow you to fit in and any paperwork necessary to prove you exist in the setting, if that's a thing. However, if you want something more, you can spend additional CP or a token to do so.

For 100cp, you gain access to a small, but comfortable, home, improved knowledge of your starting location, people that you will know and have friendly relations with, and enough of the local currency or resources to get by, along with a job to make more if you are so inclined to such things.

For 200cp, you gain a larger home that is able to house a small family, more knowledge of the world at large, rather than just your starting location, trustworthy friends and allies you can call on for help or favors, a bit more of the local currency, and a source of income that doesn't require you to invest much time, though it isn't entirely passive, needing your input every now and then.

For 300cp or a token, you gain a full on mansion with servants (which will act as followers going forward if you wish), even greater knowledge of the world at large, including the sociopolitical state of the world, a great deal of allies and friends, as well as some measure of political influence, coffers that carry a great deal of starting wealth, and an incredibly reliable source of passive income. This may come with noble title, if you so choose.

Each jump after this one, you can choose to apply these effects to your origin, even drop in if you were to so choose, though this would be limited to more academic knowledge and people that are more contacts or hirelings than proper friends and allies. It is enough, however.

Regardless of what level this is purchased at, you can choose the specifics of your history and origin within the bounds of the tier you purchased.

**Cornucopia (100cp):** A simple spiral cone of woven wicker, this cornucopia generates a random selection of assorted fruit, grains, eggs, cheese, and other mundane, non-meat-based produce each day, enough to feed up to twenty people for a single day. These are raw materials rather than fully prepared meals.

**Spice Rack (100cp):** A simple wooden rack that has glass jars filled with whole spices stored in it, as well as a mortar and pestle for grinding the spices, which is enchanted to make the grinding process significantly faster and easier while allowing the aroma and flavor of the spices to last longer. Whatever mundane spices you need can be found here, though truly expensive ones, such as saffron, are only in small quantities. Restocks weekly.

**Herb Garden (100cp):** A small garden, be it an actual garden plot or hanging pots, that contains a wide variety of fresh herbs and tea plants. It can have new herbs added into it, growing them as if they were under ideal conditions, regardless of the actual conditions they are under. Herbs grown in this garden will generally taste better and are of a higher quality than normal.

**Meat Locker (100cp):** A simple chest that has a random assortment of meats in a wide range of cuts, as well as a consistent supply of dried sausages, plain jerky, and rendered animal fats. Other animal products such as gelatin are also present. Has a meat grinder attachment that is enchanted to be both easier to use and to be self cleaning. Restocks with new meats every week.

**Kitchen Space (100cp):** An incredibly well equipped kitchen that has all the high quality pots, pans, knives, utensils, and facilities necessary for cooking and baking nearly anything. Comes with simple uniforms for a number of people, with those wearing them gaining a slight improvement to their culinary abilities. The facilities and uniforms will clean and maintain themselves over the course of eight hours after they are no longer being used unless cleaned first.

**Brewery (100cp/200cp):** A small building that can brew spirits and certain types of sauces, such as soy sauce, for you at a fairly decent quality. It isn't as good as what you can make at your best, but it will scale with you. Fully restocks weekly. Additionally, if you have the Culinary Alchemy perk or if you spend an additional 100cp, you can add some low level potions or elixirs to what the brewery can produce, again, scaling with your skill level.

**Traveling Tavern (200cp):** This is a decently sized carriage designed to be drawn by a single horse, provided with the cart. At least from the outside. The door on the back of the carriage leads to a much larger interior than the outside would suggest, a full tavern complete with a simple kitchen and sleeping quarters for twenty people with comfortable beds on top of the serving area that can easily seat up a few dozen people comfortably. The horse provided with this carriage is summonable and phantasmal in nature, and can be summoned without the cart should the need arise.

**Culinary Arsenal (200cp):** An array of combat ready knives, mallets, hatchets, and similar such weapons as well as a few consumables such as smoke and pepper bombs, throwing syringes that can inject a variety of substances, and even some simple drinks that give a bit of stamina recovery or healing. Restocks weekly and can be upgraded.

**Support Staff (200cp):** An array of ten simplistic homunculi that will perform culinary tasks as if they were extensions of yourself, even allowing you to see, smell, and taste through them. They are nearly useless in a fight and have no will of their own but running them takes no focus from you as they have their own streams of thought you can use while they are active. They cannot stray far from you, only to around a twenty five meters, or they fall dormant, returning to your warehouse or another property you own within 24 hours of going dormant if they are not reclaimed or reactivated before that time. You can allow others to use these homunculi if you so choose and can revoke permissions at will.

**Kitchen Upgrade (200cp):** You must have at least one 100cp item to purchase this item. Any 100cp item you purchased receives the following upgrades;

The item is much larger and will naturally produce any mundane ingredients they would normally generate as well as any new ones you may encounter. They will also build up a reserve of magic that can be spent to create magical ingredients, appropriate to the item, you have encountered before. The more magical the produce is, the more magical power it will take and you can use your own magic to supplement the creation of these ingredients.

As the base benefits do not apply to the Kitchen Space item, it has its own upgrade. The Kitchen Space is moved to a pocket dimension you can access at will and force it to overlap with reality. Additionally, you can conjure kitchen equipment and utensils made of magical energy for both easy cooking and combat.

If you have at least three of the 100cp items purchased, this item is discounted.

**Secret Ingredient (300cp):** A nebulous and undefined “ingredient” you can add to any meal or dish while it is being cooked to improve on its flavor and aroma, as well as removing any allergenic qualities it may have. However, it has one other key quality, it has the effect of empowering the supernatural qualities of anything it is mixed into during the creation process and dulls any of the negative qualities that would normally emerge. Finally, it can adapt to fill the role of any one material component in a spell or potion, or any one seasoning in a dish if you lack them.

**Blade of Hearthstone (300cp):** A powerful living weapon seemingly made of finely sculpted stone that has formed a bond with you. Its form, changed the moment it bonded to you, is the perfect one for you and moves in your hands with ease. This feature has essentially granted you instant mastery of the weapon with the capacity to grow beyond simple mastery.

However, the greatest feature of this weapon is its ability to eat. The blade of hearthstone is able to eat of its own accord as if with the Spirit of the Kitchen perk, and will even consume the magic, vitality, blood, and flesh of the creatures they strike. If used to kill a creature, the weapon gains a permanent increase in its power and may allow it to manifest some unique traits. The consumed magic and vitality is stored in the weapon and can be used by the wielder, either for their own abilities or for those the weapon has developed.

**The Cook Book (300cp):** A book on the arts used by the culinary warriors, both in their cooking and combat abilities. Someone reading this book will allow a person to develop a small array of abilities similar to those presented in this document. Alternatively, you can cause the book to disintegrate and allow various people throughout the setting to benefit from the effects of reading this book. If you do, you’ll get a new one at the start of your next jump.

**You cannot use a Culinary Token to gain this item.**

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## Companions

You may spend your Culinary Tokens to gain +100cp per token that can be spent on this section only.

**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 (50cp):** You can import a companion, and they'll get 600cp to spend. They also get the 4 Culinary Tokens, same as you got. Each additional purchase doubles the number of companions you can import. With four purchases, you can import all of your companions.

**Fellow Culinary Warrior (50cp):** This option allows you to create a new companion with 800cp and 5 Culinary Tokens to spend, which can be spent the same as yourself. Each additional purchase allows you to create another companion. You can choose the specifics of their appearance and personality, though they are guaranteed to get along well with you.

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## Drawbacks

**Leave When The Story Finishes (+0cp, Toggle):** 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 (+50cp):** You'll spend 5 more years here. Can be purchased multiple times. Can only provide up to +400cp for an additional 40 years in this jump.

**Dulled (+50cp):** Your senses of smell and taste are significantly reduced, making it difficult for you to enjoy a meal or to cook a meal that others would find palatable as you tend to overseason dishes to compensate for what you lack. A second purchase renders you without a sense of smell and taste entirely.

**Lowborn (+50cp):** You have little in the way of resources, born and raised on the lowest rungs of society. This will make your time here harder, but it is not insurmountable. An additional purchase will ensure hardships that drain your funds will constantly plague you for your stay, making it even harder to surmount the issues you already face.

**Prejudice (+50cp):** You will have to deal with a measure of prejudice during your time in this jump, whether due to your gender, your race, or some other quality. This will make your time here harder, but it is not insurmountable. An additional purchase will make this prejudice more intense and lead to some extremists targeting you.

**Interesting Times (+100cp):** May you live in them. This will make your time here quite a bit more exciting as you will have little time to rest and relax. One event after another will need your attention on a nearly monthly basis. An additional purchase makes this a weekly occurrence and a final purchase makes it nearly daily.

**Shortages (+100cp):** There is a shortage of a wide array of ingredients for one reason or another, making it difficult for you to get good quality ingredients and making what ingredients remain quite expensive. With an additional purchase, it has become a full blown famine and any food that you do acquire will likely be the target for theft, making it even harder to get a hold of anything.

**Intolerance (+100cp):** You have several food intolerances and allergies you have to work through. They are not particularly pleasant, but neither are they lethal. An additional purchase makes these reactions and allergies much more severe and life threatening.

**Item Lockout (+200cp):** You items and resources from previous jumps are locked for the duration of this jump. A second purchase of this drawback leaves your warehouse similarly inaccessible for the duration of this jump. The second purchase only grants +100cp.

**Power Lockout (+200cp):** Your perks and powers from previous jumps are locked for the duration of this jump and you are reduced to just your body mod. A second purchase leaves you without your body mod as well. The second purchase only grants +100cp.

**Companion Lockout (+200cp):** Your companions cannot enter the jump alongside you and are restricted to your warehouse until the jump ends. Companions can still be imported, they just cannot leave the warehouse.

**Total Lockout (Special):** This drawback can only be taken if you have the Item Lockout, Power Lockout, and Companion Lockout drawbacks. If you do, you gain an additional Culinary Token.

**Delayed Gratification (+300cp):** You don't get access to any purchases from this jump, save for Culinary Expertise, Hobbyist, Craftsman, Career Path, Combat Skills, Kitchen Essentials, A Place in the World, and whatever freebies you gain from your Culinary Tokens, until after the jump ends. You may work towards learning the effects of the perks you have purchased, however. With an additional purchase, you only gain the benefits of Culinary Expertise, Hobbyist, Craftsman, Career Path, Combat Skills, Kitchen Essential, A Place in the World, and nothing else. You can still work towards learning the effects of the perks you have purchased.

**Rival Culinary Warrior (+300cp):** You have an enemy that has a custom build from this doc using 1000cp as well as their own set of Culinary Tokens. They don't like you and want to defeat you, though they don't necessarily want to kill you. Additional purchases can either cause you to get another rival or make one of your rivals willing, and possibly more than willing, to kill you. You only gain points for the first five rivals.

**Renown (+300cp):** Your abilities and skills don't stay a secret for long, everyone knows what you are capable of and it is easy for your enemies to find out the specifics. An additional purchase gives them a complete dossier of your abilities.

**Food Wars (+400cp/+600cp):** Your time here is not going to be very peaceful, I'm afraid. War is both on the horizon and inevitable, and the culinary warriors are likely to play a major role in this conflict. It will be nearly impossible to escape the war efforts and its knock on effects.

For an additional +200cp, you will be considered a pivotal part of the war efforts and will be dragged into it. Essentially, you are plot bound to the war efforts.

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## Choices

Now at the end of the jump you have one final choice to make… do you go **Home**, do you **Stay**, or do you **Move On** to your next jump?

## Notes

As with all of My Generic Jumps, you can import items from past jumps into similar items you purchase here.

As with all of My Generic Jumps, if you have questions about specifics, just use what is narratively appropriate for your story, this is a generic jump and it is meant to be flexible and open ended for interpretation by the Benefactor for the story, and thus the writer of the story.

This jump is inspired by the Cooking Savant perk from the Bloodstained Ritual of the Night jump.

The magic energy produced by the Kitchen Upgrade item is the same generic magical energy produced by the Gourmand perk and can be used to produce anything with supernatural qualities, not just magic.