

Three Star Gauntlet

By SJ-Chan

V.1.6

Your Challenge: Keep a Restaurant going and, within 10 years, earn not one, not two, but three Michelin Stars. It is the highest honor a chef can achieve, and requires serving the best, of the best, of the best food around. It is a task that takes those who achieve it decades, decades of building the perfect team, sourcing the perfect ingredients, and building a reputation second to none. It takes dedication, perseverance, and more than a little madness. Good Luck.

The Rules: You must keep your Restaurant going for the entire jump. If you earn your star before the 10th year, you may decide to stay until 10 years are up. You must work Tuesday through Saturday, and you must be open for dinner. If your restaurant is closed down for health code violations or because you can't afford to keep it open, you lose. If the Restaurant is destroyed through no fault of your own, it will be repaired in 1 month and reopen. If the stress causes you to have a breakdown that prevents you from continuing your work on a permanent basis, you lose. You can move your restaurant if you can afford to. You must earn your stars, no cheating. You are guaranteed that, if you put in the effort, you will get a fair and (unless you take a drawback that changes this) unbiased and impartial chance to get your stars at least once a year in years 6+. This is a Gauntlet, but if you score even one Michelin Star, you will get to keep everything you bought here, though you don't get the prize.

Your Prize: Your restaurant, complete with a perfectly normal copy of yourself and all your companions, follows you from jump to jump, serving the best food, catering all your meals and parties, effortlessly learning any and every new cuisine you encounter, and serving the best wine and beer (if you bought that option). You and your companions can slide into the restaurant staff at any time and exit the same way. Your restaurant will carry with it its reputation for excellence, even to places that have never heard of Michelin or Stars.

You start with +o CP, at age 20. The place is Earth, the year... 2010. Your ethnicity and sex are entirely up to you. (Statistically, it is almost impossible to be a Starred Michelin Chef if you're a woman. Less than 1% of the starred chefs are female. There is 1 female 3-star, she was given her third star in 2014. It's up to you if this bias applies,) All your powers, warehouse, and abilities are locked away, leaving you with just your Body Mod.

Changelog v.1.6: Modified the challenge to make it fair, and the gauntlet rules to allow you keep your purchases if you get any michelin stars. Added Drug Problem and Chef's Challenge Drawbacks. Lifted Spice Rack Restriction post jump. Added Apprenticeship and Item stipend.

LOCATION LOCATION LOCATION

Of course, we can't make this easy on you. These are the 10 cities with the largest number of Michelin Starred Restaurants, the biggest cities for foodies on the planet. The audience is discerning, fickle, and somewhat jaded. For 100CP, you can pick any other city on the planet.

1. Paris
2. Tokyo or Kyoto
3. London
4. Hong Kong or Macau
5. Florence
6. NYC
7. Copenhagen
8. Berlin

APPETIZERS

Since this is your restaurant, you're the Chef de Cuisine, the head honcho, he or she who demands the most respect. But every Chef de Cuisine started out as a Commis... and then a Chef de Partie, a Line Cook with a certain speciality.
Everyone gains 200 points for Desserts, because there is always room for dessert.

Charcutier: A Meat Chef, master of butchery, grilling, frying, and baking meat in all its glory. Meat is the mainstay of most cooking, the primary ingredient.

Patissier: A Pastry Chef, master of breads and desserts. If it's a baked carb, you know it inside and out. If there is one cook that has standing nearly that of the Chef, it is the Patissier. Usually running a sub-fief of the kitchen, often separate from the main, the Patissier often oversees their own separate hierarchy and has to have a totally different taste sensibility to the more savory food workers.

Sous Chef: This is the hardest working position in the kitchen, the person who oversees everyone else and assists the Chef, expedites & finishes dishes, deals with the waitstaff, and checks the logistics of food and supplies.

Tournant: Every kitchen needs a pinch hitter. This is the job of a Tournant, filling in wherever needed.

ENTREES

100 CP Entrees are free for their origin. Discount of 50% applies for the rest.

GENERAL

Commis [Free for Everyone]: You have all the basics of knife-work, food handling & preparation, plating, kitchen safety, and the hundreds of little techniques that allow you to function in the best kitchens without making an ass of yourself. You know the lingo and how to take instructions. You have a very good memory for orders.

Speciality de Mason [50] (One Free): You know one regional style of cooking, be it Chinese-American, Indian-American, any one of 30 different actual Chinese or Indian styles, Italian, Mexican, Tex-Mex, one of the Regional styles of the US or France, British Traditional, Lebanese, Jewish, Russian, Japanese... whatever. You may take as many additional styles as you like. You're not a master of any of them, but you are well grounded and can become better with study and practice. You have ~5 years experience in that style of cooking.

Talk the Talk [100]: You can describe anything so that it sounds fascinating, delicious, amazing... or any other effect you so desire. You will always convey the exact level of descriptive awesomeness you intended. This works particularly well on the most jaded and dismissive of individuals, overcoming their practiced ennui and striking at that part of them which got them interested in their passion in the first place.

Iron Stomach [200]: You can eat or drink anything that's organic without suffering any negative effects. Furthermore, you can eat or drink as much as like without negative effects, including alcoholic beverages, which will give you a pleasant buzz, but nothing worse. If it wasn't obvious enough, this makes you immune to ingested poisons.

Master Shopper [300]: You have a knack for finding the very very best ingredients, and finding them at the best possible prices. This also applies to dishes, uniforms, artwork... anything and everything that might in any way be connected to the restauranting world.

Gardener [400]: It is a truism of the cooking world that the best ingredients are ones you source yourself. Most of the best restaurants have their own, dedicated suppliers who supply only them. You are skilled at cultivating those individuals, but also in growing your own fruits, vegetables, and herbs, or at least overseeing the production thereof. Comes complete with a Garden. (See Desserts for details.)

SPECIALITIES

Tournant and Sous Chef have their choice of one of these for Free.

Brewmaster [200]: You are a master of all things that involve mixing food and a liquid. From Beer to Tea, from Soup to Stew, from Maple Syrup to Coffee, if it is brewed or steeped in any way, you know instinctively how to bring out the very very best flavors, and the notes you want to bring out.

Entremetier [200]: You are a master of preparing vegetables and fruits, transforming them from sullen lumps of biomass into moments of culinary delight. Never more will your peas be overcooked, never more will little children poo-poo your spinach, and even the most fussy of dieters will enjoy your salads. You might, might, even get dedicated meat eaters to consider being vegetarians. Your dishes are that good.

Baker [200] (Free Patissier): If it has to do with a mixture of grain, eggs, sugar, butter... or any combination of them, you know what to do to make it excellent. Cookies, Cakes, Bread, Tarts, Pies, Pastries, Muffins, Brownies, Pizza, Scones... the list goes on and on and on. This even covers making excellent pastas, bagels, and donuts... and cheesecake.

Fermenter [200]: You are a master of fermentation and chemical aging and preservation. Be it the creation of pickles, vinegar, wine, cheese, or cured meats, you know all the ins-and-outs of the world of aging food. From Dry Aging like Prosciutto to Wet Aging like Pastrami, you can handle it all.

MEAT ME! [200] (Free Charcutier): There are many kinds of meat and many many ways of cooking it. And even more ways of ruining it. You instinctively know how much heat any given piece of meat can take and how to cook it to bring out the best flavour and texture. This begins with either Rotisseur (A Roast Chef, one who oversees all roasted and braised meats), Grillardin (A Grill Chef, one who BBQs in the common vernacular), or Friturier (One who Fries, this takes the most immediate skill, as it's the highest heat). You start with mastery of one and it takes about 5 years each to unlock a mastery of the other two subschools.

Saucier [200]: You are a master of sauces and sauteing, the arts of the stove and pan, of controlled heat to make the most delicate of sauces or the thickest of ragus, of applying quick flash heat to crisp and char without damaging the food, and of quickly bringing dishes up to temperature. It's a delicate skill and one much in demand. Comes with mastery of noodles as well, as a good sauce deserves good noodles.

Poissonnier [200]: A Fish Chef, including all manner of seafood and shellfish and as many methods of cooking as you can imagine. Incidentally, this makes you a master Sushi Chef as well. You're welcome. Comes with mastery of cooking rice... as if that were hard.

You are the Eggman [200]: You are a master of cooking eggs. May not seem like much, but it's pretty tricky to make eggs perfectly. This includes all the classics (fried, poached, hard and soft boiled, egg-salad, mayo, scrambled), of course, but also quiches, frittatas, omelettes, french toast, and so very, very many more. As a bonus, we'll toss in the whole breakfast range, from breakfast meats to pancakes, waffles, and toast, to grilled tomatoes, oatmeal, and fried fish. If it's breakfast, it's what's for dinner.

CHARCUTIER

God's Only Begotten Sandwich Maker [100]: You have a sixth sense of which ingredients will work best together, which will mask negative qualities and which will bring out positive ones. And, of course, you're a master sandwich maker, able to stack the perfect mouthful every time.

Method to Madness [200]: You have an instinctive understanding of how much heat any item can take before burning and how to apply heat to bring out whatever quality you desire, be it just enough heat to turn a roux taupe or to age a piece of paper, or to dry a shirt without damaging it. Nothing you prepare will ever be overcooked... as long as you've worked with those ingredients before. Your master of heat allows you to cook things perfectly, but also to heat treat knives or pots or clothing... all actually important skills for the best chefs.

Don't Get Out of the Kitchen [400]: You can stand the heat. You can handle anything in the kitchen without burning yourself, from open flame to boiling water, nothing fazes you. Any temperature you're likely to find in a kitchen you are unharmed by, as long as the exposure is not more than a minute. Naturally this also extends a strong resistance to dehydration as well.

Baucher [600]: You are a master of anatomy. When you wield a weapon or blade, your cuts to the body of any living thing cut exactly where and when and what you meant to cut. Be it butchering a cow, performing brain surgery, or fencing on a cliffside, you know what every blow and cut will do and they never do more than you intended. Your skin also deflects all but the strongest cuts and scratches.

PATISSIER

Try It, You'll Like It! [100]: As long as you like something, you can get anyone to at least try something. Doesn't work if it will be harmful for them to even try it or against their ethical code, (So you could convince someone to try bacon, as long as they aren't allergic to pork, muslim, or a vegan. The fact that it's bad for them in the long run is irrelevant. One taste won't kill them.) This is not limited to the food world.

Keep it Cool [200]: No place in all of cooking is more temperature sensitive than the production of desserts. Not only can you control your own body temperature so that you never cause things to heat up when you touch them (this makes you largely invisible to heat sensors, btw), you also can control the exact temperature of anything you're working with by keeping it from absorbing heat from its environment, or limiting the amount of heat it would absorb. You can't actually make things colder, but you can keep things cool, up to the limits of boiling water. Anything hotter than that and this ability will start to decay, but not completely cut out until open flame is reached. If it's on fire, you're not stopping it.

I am the Walrus [400]: You have the gentlest touch, able to sculpt even the most exacting detail work (such as gossamer threads of sugar), yet also possess incredible stamina, able to whip eggs to high firm peaks without suffering the agony of the whisk. You are largely immune to muscle fatigue and the aches and pains of repetitive stress or standing all day. Even when exhausted, your fine motor control never suffers.

Art on the Plate [600]: You can turn anything into art. You know the exact right way to plate any dish, present any piece of art, wear any piece of clothing, and so forth. Further, you can turn any act into art, such as cleaning a fish, pouring tea, painting a fence, or even just watching the rain fall.

A la Carte

Undiscounted

And What to Drink? [100]: Nothing can turn a fine meal into a disaster faster than the wrong beverage. No matter if you're waitstaff, a bartender, or a sommelier, knowing the ins and outs of such things, especially the harder stuff, is vital. Most pick up such knowledge as they go, but you've got a sixth sense for what people will enjoy in a drink and what beverages would go best with whatever the customer is eating. Includes bartender and sommelier training. Of course, you could just study these things.

SOUS CHEF

Attention to Detail [100]: No matter how stressed and tired you get, the details of familiar things, such as dishes you see a hundred times per day, or the shoes of your friends, never become invisible. You will always spot the slightest thing out of place, changed, or lacking. Doesn't work with things you're not familiar with, but the more familiar you are, the more likely you are to notice even the smallest of changes.

Staffing Solutions [200]: Somehow, any business you're a manager in (or higher) seems to have abnormally low absenteeism. You'll never be short staffed, your people will work the shifts you need them to, and will not show up drunk, surly, or sick. They'll seldom have family emergencies or meltdowns at work. The trade off is you must treat them like actual people, make sure they get paid more than the average, and praise them from time to time. Effectively this works as a form of 'plot armor' for your employees, ensuring they are not hampered by mundane drama or problems that would prevent them from showing up to work on time, and preventing problems that would negatively impact their performance while at work.

Bistro! [400]: You possess the ability to get people to work both faster and more efficiently, as long as you're willing to step in and help them out when they need it. There is no limit to the potential number of people this can affect, so long as they are all working on the same general project (the same engineering project, working in the same kitchen, etc etc.)

Logistical Mind [600]: You always know the state of your supply chain and how much you have of every ingredient. Applies to any business you work for, any organization you belong to, but only for the actual establishment you work in. Not only that, but all it takes is thinking about the paperwork or ordering process to place those orders. Your orders never contain mistakes (although the shipments might, that's not something you can control.). Most amazingly, once a week, you can retroactively place an order so that it arrives within the next 15 minutes. This only works with things you could actually have ordered, purchased, or requisitioned at that time. "Establishments you work in" is somewhat flexible, an owner that only rarely steps in during the day-to-day work of a business still technically counts as working there.

TOURNANT

Superior Bladesman [100]: Your knives are always exactly as sharp as they should be, your hands always perfectly steady, and your cuts exact, fast, and clean. Assuming you're not dead on your feet.

Taste Tester [200]: You are a supertaster. You can tell exactly what is in a dish as long as you've tasted those ingredients before. The more varieties of a single ingredient you've tasted, the more specific you can get... down to "This radish was grown on the south end of Farmer Magoo's farm and picked 18 days ago. It was never refrigerated."

Jack of all Foods [400]: You possess the ability to rapidly pick up the techniques of any and every cooking school, both by observation and through instruction. You can memorize any recipe having heard it only once, make substitutions on the fly without having to think about it, and compose dishes in your mind. Under normal circumstances, learning a new cooking school takes between 6 months and 2 years. With this, that becomes a matter of days or weeks for particularly complex or esoteric schools... of course, the longer you put in, the more insight you'll gain. There is always more to learn in the realm of cooking. This makes it substantially easier for you to combine different styles of cooking.

Your Heart is Pure [600]: As long as you are pursuing a task you love, your endurance is practically limitless, your productivity that of half a dozen normal people, and even though time seems to fly by, you always seem to get things done with time to spare.

A la Carte

Undiscounted

Keeping Up Appearances [100]: Restaurants take a lot of upkeep. Things need to be spotless, sanitary, and in perfect working order at all times. While that's probably impossible, you're as good as it gets at keeping the machinery functional, the environment clean, and fixing what does go wrong as fast as humanly possible.

Front of House [100]: You have a special talent at dealing with the public, allowing you to project a constantly composed or cheerful attitude no matter what stresses you might be under and getting them to open up and enjoy themselves a little more than they otherwise would have. Should improve your tips. You will never mess up an order or forget who ordered what... unless you want to.

DESSERTS

Brick and Mortar [Free & for Jumper Only]: You start with a small restaurant (15 tables) with a functional kitchen, a spirits licence, and 200,000 dollars in debt. It comes with a basic contract with a typical restaurant supply chain that supplies things in big cans with white labels. Did you know 90% of restaurants close within 3 years and half of those who make it that long close before they reach their 5th year? You have a small 8 year old car and an apartment you cannot quite afford. You can upgrade your restaurant manually, or pay CP for upgrades that have bonus values.

- **Restaurant Upgrade [100/300] (Base Free Sous Chef):** Your restaurant expands to 30 tables and gets custom high-end self-updating menus. For 200 CP more, this is expanded to 60 tables and the menus are always pristine and appealing.
- **Dining Hall Upgrade [100]:** Your restaurant gains a 120 person dining hall for special occasions and gets a bump to word of mouth advertising.
- **Banquet Hall Upgrade [200]:** Your restaurant has a 2000 person banquet hall for special occasions. It comes with a special Banquet Kitchen that's larger but stripped down. Requires a large staff, but paid advertising is now more effective.
- **Kitchen Upgrade [100/300] (Base Free Charcutier):** Your kitchen is improved to be new and modern and self-repairing. For 200 CP more, it is now state of the art and very spiffy and always clean.
- **Supply Upgrade [100/300] (Base Free Patissier):** Your supply contract is now upscale and you get priority with specialty providers. For 200 CP more, your supply contract is now top of the line and you have proprietary providers who source ingredients especially for you. Both follow you and update to new jumps.
- **Liquor License [100] (free Tournant):** You are licensed to dispense Wine, Mixed Drinks, and Hard Liquor instead of just beer. If you don't buy this here, your prize restaurant will not have a bar (no liquor, just wine and beer).
- **Wine Cellar [200] (requires Liquor License):** You have an excellent Wine Selection, a pair of Sommeliers (two of your Front of the House Companions get 'And What to Drink' free and become wine experts), and a special supplier who buys rare and exquisite wines for you for bargain prices wherever you go.
- **Van [50 each]:** You have a nice van that your employees can take to get supplies or for catering jobs. They always keep food from getting jostled or cold/hot, and respawn in 1 week if totalled or stolen. For 100 CP more, all your vans are self-repairing, self-fueling, and always have up-to-date paperwork and insurance. Upgraded vans never break down or get stuck in traffic.
- **Car Upgrade [50/150]:** Your car is now brand new and won't break down. You still have to pay for fuel, maintenance, and taxes/insurance. If destroyed or stolen, it is replaced in 1 day. For 100 CP more, your car now needs no gas or maintenance, self-repairs, and always has up-to-date paperwork and insurance. If stolen or totalled, it is replaced in 10 minutes.

- **Food Truck [50/100]:** You have a Food Truck associated with your business. It is always licensed for whatever city it is in, with fees paid. For another 50 CP, it is self-repairing and self-cleaning and builds word of mouth rapidly. Requires extra work hours though.
- **Apartment Upgrade [50/150]:** Your apartment building is now both nicer and newer, and no longer overpriced (it's worth the price now). For 100 CP more, you own the apartment building. It is tax free but you can't sell the building. You can allow your employees to live there for free. The building maintains itself. In future jumps, you can rent it out and it appears in your starting city.
- **Debt Easement [200/400]:** You no longer have any outstanding debt, but you still have to pay rent, maintenance, supply fees, and taxes. For 200 CP more, you own your location free and clear. You don't even owe taxes or insurance.

Staff [Free]: You gain 1 Partner who may be a companion or anyone else from Earth who isn't a Michelin Starred Chef or apprentice to one. They gain a background of their choice and 3/4ths the CP you gain from Beverages. If they're your lover, they can share your apartment, though they have their own vehicle. You also may import up to 8 companions or hire anyone who isn't a Michelin Starred Chef or apprentice to one to work in your kitchen. They gain their choice of background, the freebie perks associated with it, and half the CP you gain from Beverages, plus Commis, one Speciality de Maison, and Knives. Every two of them share an overpriced apartment (in your building if you like) and an old car. You may additionally import up to any number of additional companions to be Utility (Cleaning, Delivery, etc) or Front of House (Wait Staff, Bartenders, Hosts, Bussers). They don't gain a background, but do gain 1/4th the CP you gained from Beverages, plus Commis. Every 4 of them share an overpriced apartment in your building.

Staff other than your Partner only get Free Desserts and especially do not get Brick & Mortar and cannot buy upgrades for it, though you do get the freebie upgrade from your Partner if they are a different origin than you, or the second upgrade free if they're the same origin as you. Partners can buy Desserts with their CP as well as upgrades to Brick & Mortar.

You do not have to pay yourself or your Partner if you do not want to, but you must pay your staff at least industry standard. Staff, especially Utility and Front of House can be part time and they can put their earned funds into supporting your establishment if they want to. If you fire a staffer or they quit, they are banished from the jump. If you hired them here, they must maintain their employment until the end of the jump to become permanent companions, but no more than 6 permanent companions can be acquired during this jump. New Hires to replace old hires who were fired or quit cannot become companions and don't get any CP.

Knives [Free]: Every good chef has a personal set of knives. Including anyone you import, even if they're front of house. These knives are balanced, comfortable, stylish, and, best of all, never cut what they're not supposed to.

Spice Rack [100]: Your warehouse gains a constant and regenerating supply of all the spices you'll ever need. These are high quality, but no magical or special spices, and you can't sell them anyway or they turn out to be fake, but you could have 2 pounds of quality saffron in there if you like. The spices are always fresh and at peak strength. If the restriction seems extreme, be aware that quality saffron sells for as much as \$10,000 a pound in today's market and in the days of the East India Trading Companies, you could buy an Empire with spices. Black Peppercorns used to be worth their weight in gold. Prepared dishes can be sold, but this is largely for personal use. Once the jump ends, the restriction on sale ends.

Restaurant Radar [100]: This radar always leads you to the best restaurant that satisfies your requirements (Price, style, distance, etc). This can be an App on a cellphone, if you like, or an equivalent program for systems capable of running such a thing.

The Garden [200] (Free with Gardener): This is 4 acres of premium farmland that will perfectly support whatever food crops you wish to grow there. All four acres have the same microclimate, but each can be subdivided into up to 16 equal-sized blocks where custom trace nutrients or flavorants can be imbedded in the soil per planting with a handy command console that comes included. Anything that's not farming related (fences, farm equipment, livestock, etc.) that you leave out there will be stolen by rabbits. It is attached to your warehouse after the jump and as close to your restaurant as local zoning allows during the jump. Each additional Gardener among your companions counts as one 'More Land!' rather than each getting their own Garden.

More Land! [100]: You can double the acreage of your farmland. Each 4 acre plot can be its own microclimate. This can be purchased multiple times, doubling in size with each purchase.

Grand Opening [200]: Your warehouse gains a door that leads to a valet who will drive you round the corner to any restaurant you've ever been to. You will arrive the day of the Grand Opening (with a reservation). The next time you visit, it will be the next day. You can visit the restaurant once for every day it was open (twice if you also go for lunch... if they were open for lunch). You can't do anything that would shape the world while visiting, can't keep the restaurant from eventually closing, and can't leave the restaurant except to head back to your warehouse. They take whatever currency you have at face value for wherever it came from.

Set Piece [300]: Fine dining calls for fine settings. Flatware, China, Crystal, Linens... tables and chairs. You now have a cupboard that includes the finest tableware known to man. From Porcelain to Stoneware, from cunningly crafted plastics to filigreed silver utensils, from wooden tumblers to crystal decanters, from gingham cotton to mongolian wool to british linen. Whatever style you desire, your cupboard can provide... but it cannot be sold or it crumbles to dust, nor can it be used for any other purpose besides dining related activities. Stolen or damaged pieces are replaced by the next morning and there are settings for up to 3,000 people.

The Perfect Pantry [300]: Food ages. Unfortunately. Goes bad, goes off, gets stale. No longer must you suffer the tyranny of time, however. All food stored in this functionally infinite pantry (and only foodstuffs can be stored within) will always be at peak freshness. You could leave a dead mackerel lying on one of the wooden planks within this room for a million years and it would still be fresh... of course, fresh isn't always the perfect age for some food, and some foods have multiple uses at multiple stages of aging... and still others improve with aging... those things will age to perfection and no further, or as far as you want and no further. Green tomatoes will remain next to Red, mushy bananas next to ripe. And the pantry will always rearrange its shelves so you can find the ingredients you want right near the door. It even sorts the groceries, so all you have to do is wheel them in on the included handcart and shut the door. The door to the pantry can be installed in any kitchen simply by placing it upright next to a door and always seems perfectly normal to those who don't know its secrets. A copy of this door will be installed in your warehouse at no extra cost. Though the Pantry is not self-stocking, all food supply items automatically feed into it.

The Door of Shopping [400]: Your warehouse gains a doorway that leads to any shopping district in any world you've ever been to (as long as it wasn't destroyed). It will always be the day after you last visited when you visit, you can't do anything to shape that world while shopping there, and you can't leave the shopping district (except through the door). They'll always accept whatever currency you happen to have at face value from wherever it came from.

Rob's Infinite Carry Out & Catering [600]: Rob will pick up food from any restaurant anywhere and deliver it to your current location. He also delivers ingredients and restaurants supplies. He charges a lot, but he's very prompt and your order always arrives accurately, on time, and in peak condition. You must have a menu from that restaurant (one that you picked up personally from that reality). You'll never know where he got his supplies from and he might not be as discerning as you are, but he'll not bring you crap and he's good for bringing you name brand stuff.

BEVERAGE

You can take a total of 2000 CP worth of Beverages, but you'll feel it in the morning.

No Stars for You [+0]: Changes the Beverage limit to 800, gives you 1000 CP, and removes the reward. This is now a standard jump (you get your powers and abilities and warehouse). You've made the Michelin people sad. Hope you're happy. You still fail the jump if your restaurant fails and cannot dump your own money into protecting it. You have to actually get customers to show up. And you have to keep it clean.

Apprenticeship [+0]: This is a mixed bag drawback. Instead of being forced to keep your own restaurant running for the whole jump, you can instead be an apprentice chef for up to ten years before you open your own restaurant. The challenge will now end only when you earn three stars on one restaurant, seven stars across several restaurants, or spend thirty total years here, though this last will count as failure of the challenge. During your apprenticeship, you will have no access to anything you purchased here and all your perks bought here will start at their lowest. You must work in the cooking world continuously where you will learn your craft. You'll gain jobs easily, but have to keep moving on every six-months to two-years.

A Little Bit Crazy [+100]: You're a little bit crazy and everyone knows it.

Squeamish [+100]: You cannot handle anything slimy without becoming nauseated.

Nouvelle Cuisine [+100]: Your Food is cutting edge, overpriced, and bizarre. Sure, this means it will be easier to get notoriety and press, but much harder to get and keep a customer base.

On a Diet [+200]: Surrounded by the best food in the world, you'll be unable to eat more than a bite of any one tasty dish a day. The rest will be bland, tasteless NeutriShakes every day for the whole jump. You can still taste your food as you cook, but watch the calories.

Chef's Challenge [+200]: You have a limited amount of time to prep, cook, and plate every dish, and in the last ten seconds an invisible crowd will count down loudly so only you and your companions can hear it. The time limit will be reasonable but challenging, but the pressure might get to you.

Vegan [+200]: You must achieve this task in a Vegan Restaurant. It's never been done.

One Armed [+200]: You have only one arm.

Midget [+200]: The heights of most cooking surfaces are pretty much standard. Unfortunately, the top of your head is even with the top of those surfaces.

Key Ingredient Allergy [+200]: You have a mild allergy to one of the key ingredients in your style of cooking (pork in BBQ, Cheese in Italian Cooking, Wheat in French Cooking, Shellfish in Caribbean Cooking), something whose absence will be noticed.

Severe Allergy [+100]: This elevates the allergy to the potentially fatal level. You'll have to avoid using it completely... and have an epipen handy.

Om Nom Nom [+200]: You can't stop eating. Every time you're stressed, or not paying attention, you'll be stuffing your face... sometimes eating dishes you've just cooked instead of serving them to customers. You're going to put on weight

The Truck! [+200]: Instead of starting with a Brick and Mortar, you start with just the Food Truck, car, and apartment... but only 20,000 in debt. You can buy upgrades, but they don't apply until you actually buy them with cash. After jump they apply in full. The Truck does not stop you from buying a Brick & Mortar, or from being hired at another restaurant.

Financial Trouble [+200]: You'll struggle to make ends meet until you earn your first star.

Bad Press [+200]: You'll get a lot of bad press that will make you constantly doubt your vision until you get your first star. This doubt can be combated, but will cause stress.

Down Home [+200]: As if getting a star in high cuisine wasn't hard enough, you're determined to make your mark with something traditionally viewed as lowbrow, such as BBQ, Pizza, Casseroles, Ramen, Shawarma, or Hamburgers.

Less than the Best [+200]: You have a hard time getting the best ingredients until you earn your first star.

Celebrity Chef [+200]: You have a horrible personality, yelling at people who don't get your cooking, screaming at your staff, and throwing things when you don't get your way. You'll need to work very hard to moderate this or it will potentially hurt your rep.

OCD [+200]: Everything must be just so, very detail absolutely perfect.

The Shakes [+200]: You cannot handle a knife without your hands shaking badly.

Vermin [+200]: You constantly have trouble with health code violations, making your restaurant constantly struggle to stay clean enough to stay in business. You must keep on constant vigil, but it's doable if you stay on top of things.

The Rival [+200]: You have a Rival who wants to show you up and who is just as dedicated as you are. If he or she earns their 3rd star before you do, you lose the challenge

The Vicious Rival [+200]: Your rival no longer plays fair, cheating to make sure you don't win.

Fusion Cuisine [+300]: As if getting a star in an established style wasn't hard enough, you're determined to earn one in a Fusion of two wildly different styles of cooking, such as Italian & Mexican, or Scandinavian & Japanese, or Creole & Chinese.

Easily Fatigued [+300]: Being a Chef takes nigh endless stamina... which you don't have. You cannot work more than 5 hours a day.

Organized Crime [+300]: It's a sad fact that many restaurants are financed by Organized Crime as a money laundering business. Yours is one. You no longer have to worry about debts, as either way, the mob will make sure you get enough business to make you seem profitable... but you now have to worry about shady business dealings, investigations, and making sure that the local armed psychos like your cooking.

Tasteless [+300]: You have no sense of Taste. You must rely on your sense of smell and the tastebuds of others.

Wheelchair Bound [+300]: The kitchen is a busy, crowded, hectic place. Certainly no place for a Chef in a Wheelchair. You cannot stand, which will present all sorts of challenges.

Drug Problem [+300]: Like all too many high end chefs, you have a drug problem. In your case, some combination of heroine, cocaine, and alcohol. Any powers or technology you might have kept that would allow you to avoid the health issues and performance issues related to this issue are of only very minor utility. This will take extreme willpower to keep at bay enough to keep it from getting so bad that it hampers your cooking. Much more willpower will be needed to free yourself from this monkey, and that willpower can't come from perks.

Fruitarian [+400]: You must be mad. No Raw Food restaurant has ever received a Michelin Star! Well, okay... you asked for it, you got it. No cooking for you. Everything must be raw. Don't take this. It's impossible.

Rampant Sexism [+500]: Your sex is now set to female and the world of high class cooking is as rampantly sexist as it was in the 1980's. This is worth 100 CP less if you've taken "No Stars for You". If you don't take this, the world is generally much more fair and balanced, more so than the real world, actually.

There is nothing here

CHALLENGE MODE

Chef by Night [+600 or o]

Is the kitchen not hot enough? Do you feel you need more challenge? Have you ever considered what it would be like to be a 3-Star Chef in, say, Metropolis? How about in Rapture? Commorragh? Westeros? Fallen London? Someplace really... really dangerous? Want to test yourself against the Chef's of Toriko? Well, now's your chance.

You may, by taking this option, combine this Gauntlet with any other jump where Cooking could possibly be a thing. You must abide by all that Jump's rules of course, and the CP from each jump is completely separate and cannot be combined, but now your challenge is moved to that universe... as is the Michelin organization... somehow. With setting appropriate guidelines for service, quality, and skill. This does not count against the Beverage Limit and the setting must be high danger or this is worth zero CP. So, yes, feel free to take this to West Wing or 9 to 5, but you won't get any extra CP for it. Use that jump's locations unless it happens on a relatively modern day Earth.

You cannot take this to a setting where victory would be impossible (say, Aliens, where everything is on a single ship) or where victory would be a forgone conclusion (Alpha Centauri, Civilization, etc.), There must be a civilization you don't control in other words.

If you have not taken 'No Stars For You', you are limited to the Entrees / Perks and Desserts / Items available from both jumps and no more, plus you may not gain CP from any Drawbacks in that jump that block Warehouse or Out of Jump powers or abilities. If your restaurant gets destroyed by Galactus because you opened it in Marvel's New York, or Cersei Lanister destroys it in a green fireball, or something similar, you lose. You still have to keep your restaurant open and get your stars to get the prize. If you go out of business, that is a fail state for the jump, and ends the chain. If you fail to get all three stars, you simply fail the Gauntlet part and don't get the prize. You still can't cheat to get your stars. They must be earned on the merits of your cooking and presentation. And you can't put money or resources from the other jump into paying for your restaurant or supplies or advertising, even with No Stars For You.

Changelog v.1.5: Added Chef By Night Challenge Mode and clarified a certain challenge. Revised Staffing Perfect Pantry & Set Piece added to Desserts. Revised The Garden. Added 3 A la Carte 100 CP staff skillsets. Noodle mastery added to Saucier.