

Campfire Cooking in Another World with My Absurd Skill



v1.1

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Welcome, intrepid Jumper, to a culinary odyssey unlike any other! Prepare to embark on a gastronomic adventure across dimensions as you dive headfirst into the delightful world of "Campfire Cooking in Another World with My Absurd Skill." In this Jumpchain scenario, your skills will be put to the test as you navigate through this fantasy world, armed with an extraordinary set of culinary abilities. From sizzling open flames to enchanted ingredients, the stove is your battlefield, and the aroma of your creations will leave a lasting impression on the diverse inhabitants of each world. So don your apron, sharpen your knives, and get ready to whip up the most extraordinary dishes as you forge unforgettable memories in the fireside kitchens of this reality. You gain **1000 CP** and as such the culinary stage is set, Jumper – let the flavor-filled journey commence!

Starting Location

Roll a d6 to determine your start. Alternatively pay **50 CP** to choose your Starting Location.

- **1. Rayseer Kingdom:** The kingdom that performed the ancient ceremony of Hero Summoning which summoned Mukoda, Kaito, Kanon and Rio. You start in the location where the story begins, if you took the Summoned origin then in the royal castle and if any other origin then somewhere in the capital.
- **2. Forest:** You start in a forest near the Rayseer Kingdom.
- **3. Feenen Kingdom:** The Feenen Kingdom is a place mostly settled by humans, with a small number of other races living in difficult situations.
- **4. Malbert Kingdom:** The Malbert Kingdom is the kingdom to the west of Rayseer Kingdom. It is an egalitarian state without racism but is not blessed with neighboring kingdoms.
- **5. Elman Kingdom:** The Elman Kingdom is a country located northeast of the continent. An egalitarian nation next to Leonhart Kingdom, and also holds an alliance with the kingdom.
- **6. Leonhart Kingdom:** The Leonhart Kingdom a kingdom located to the south of Elman Kingdom.

- **7. Free Choice:** Choose any location within the setting to start at.

Age & Gender

- Choose your age, sex, and gender for **[Free]**.

Origins

- **Drop In [Free]** - You are sent to the setting with no previous history.
- **Inhabitant [50]** - You are an Inhabitant of the setting with previous history, you start when the story begins.
- **Summoned [100]** - You were summoned alongside the other heroes, heads up! You should be a little careful...
- **Otherworldly Cook [100]** - You were a normal person living in modern Japan, until one day you were summoned to another world as a hero. However, you soon realized that you had no combat skills or magic power, and that the only thing you could do was cook. Luckily, you had a smartphone that could access an online supermarket from your original world, and a skill that could enhance your food with magic. You will have to make use of your cooking skills to survive in this world, and to explore its wonders (also you may or may not have replaced the protagonist).

Races

- **Human [Free]** - Humans are a race which occupies most of the places in the continent and so is the current country where Mokuda lives. The Rubanov Holy Kingdom advocates the human race and due to their superiority complex, their country has the most number of human races while other races are blatantly persecuted. Humans abilities are fairly average.

- **Dwarf [50 CP]** - Dwarves are a race characterized by their muscular and petite body stature. Incomparably the most liquor loving race. Characterized by their strength and quick hands, and there are many who have engaged in adventuring and blacksmiths. The life span is about 200-300 years. Of all the races, their magic power is the lowest. They have an extremely high tolerance for alcohol and can drink amounts that would either render a human unconscious or even kill him.
- **Beastmen [100 CP]** - The Beastmen are a race that have various beast features. Amongst all the races, they can be said to have high physical ability, and thus in some other countries, they are overworked in labor. A branch of their race is the Beast-Demon race, which falls on both races, but they are ranked according to the instinctual hierarchical relationship.
- **Giant [200 CP]** - Giants are a race that is characterized with their tall bodies.
- **Elf/Half Elf [300 CP]** - Elves or Elf are a race with features like sharp ears and a beautiful appearance. They possess high magic power, big item boxes and fair skinned bodies. Elves have a long life span of all races which goes as long as a span of about 500-600 years. While High Elves have a lifespan of 1000 years. They become adults at the age of 30 and grow old after the age of 300.

Characterized as free willed races, as they have long lives, they are also keen for cooking delicious foods and are great tasters. There was a saying that "If you want to eat delicious foods, ask the elves." They specialize in magic in nature and trees and so you gain Wind Magic for free.

- **Demon [400 CP]** - Demons are a race which may include the mixed features of humans, elves, and beasts. Their life span is about 2,300 years. They have the most magical power of all races and have a wide range of attacks. They specialize in dark magic and so you gain Dark Magic for free.
- **Hybrid [Varies]** - You can choose to become a hybrid by purchasing two races plus a fee of [100 CP].

Perks

Perks cannot be bought repeatedly unless mentioned, but items are fair game. Enjoy a complimentary 100 CP perk with each Origin, and revel in half-priced perks tailored to your chosen background.

General Perks

- **Language Skills [Free]** - In the region where your journey begins, you'll find it beneficial to converse in the predominant local language, with this free perk you are granted a fluent level of skill when it comes to the local language.
- **Appearance Boost [100 CP]** - Boost your appearance to the standards of this setting.
- **Mage [100 CP]** - With this you gain the ability to cast magic, you start with only being able to cast simple spells like fire bolt for fire, or shock for lightning, you can buy this perk multiple times to gain the ability to cast other magic, examples are Wind Magic, Fire Magic, Water Magic, Earth Magic, Ice Magic, Lightning Magic, Healing magic, Light Magic and Darkness Magic.
- **World System [Free/200 CP]** - For free you gain the ability to use the System of this World (Appraisal and Item Box included.), if you wish to keep using this System after this jump then you will have to part with [200 CP].
- **Job [Free/100/200/400/600]** - In this world jobs are important, something like "A hero from another world" belongs at the top among the list of jobs, for free you can get a job like Cook or Farmer, but without a cheat skill (you would need to buy one in the Summoned perk tree), for [100 CP] you can get jobs like Blacksmith or Crafter, for [200 CP] you can get jobs like Warrior or Mage, for [400 CP] you can get jobs like Archmage or Knight and finally for [600 CP] you can get jobs like "A hero from another world" with a cheat skill like the one named "Sword Arts" included.

Drop In

- **Versatile Linguist [100 CP]** - You effortlessly learn and understand any language you encounter. Written, spoken, coded, or telepathic – it doesn't matter. You'll be fluent in no time, allowing for seamless communication in any world you visit.
- **Jack-of-All-Trades [200 CP]** - You are a quick learner, capable of acquiring new skills and knowledge at an accelerated rate. Whether it's combat techniques, scientific principles, or

artistic talents, you can become proficient in a short amount of time, although the effects of this perk slows down afterwards.

- **Anonymity Cloak [400 CP]** - You can selectively conceal your identity, making it difficult for others to recognize or remember you. This can be useful for blending into crowds, avoiding unwanted attention, or operating discreetly in various worlds.
- **Luck's Favor [600 CP]** - Fortune seems to smile upon you in unexpected ways. This perk grants you a subtle luck manipulation, increasing the likelihood of positive outcomes in your endeavors. It won't guarantee success, but it will give you an edge when it matters most.

Inhabitant

- **Native Expertise [100 CP]** - You possess an innate understanding of the local culture, technology, and social structures of any world you visit, allowing for easy integration and adaptability.
- **Mundane Skill [200 CP]** - Choose a mundane skill. You are now proficient at this skill. This counts as a skill, should the distinction be relevant.
- **Unique Ability [400 CP]** - Choose a Unique Ability, it cannot be as powerful as the skills of a hero but it can be a strong one if chosen wisely (Examples in notes at the bottom of the doc).
- **Social Status [100/200/400/600 CP]** - As a fantasy world there are of course people with different social status, with this perk you can choose whether you live in the noble society or the common one, for [100 CP] you can become a baron, for [200 CP] you can become an earl and for [400 CP] you can become a Duke and finally for the [600CP] you can become the king or queen of a country (you can choose your family to take the position if you do not want this job, a randomly generated family will pay great attention to your wants and ideas and give them priority.).

Summoned

- **Summoned Hero [100 CP]** - Just like in this world, you gain the ability to be summoned into others in a similar way, if after this jump you decide to go to another jump, by activating this perk you can choose to be summoned by one of the countries/kingdoms in that jump as a hero and be treated as such, of course you will also get quests fitting the position, this perk must be used before the start of a jump.

- **Blessed by the Divine [200 CP]** - It is rare for the gods to give their blessings to even one person (with even the most frequent blessings being given once every decade at most). In the manga, only Heroes of legends past have had more than one blessing, and in the anime adaptation, no one has had more than one. Mukoda has four of them, even if they are minor blessings, Demiurge's in particular being incredibly rare. Meanwhile, Fel, Sui, and Dora have full-force blessings from the gods.

Blessings are special powers granted by the gods of the Divine Realm to certain individuals. They usually require offerings or contracts in exchange for the blessings, and can enhance one's abilities, skills, or luck. For example, Mukohda, the protagonist of the series, has four minor blessings from different gods. His familiars, Fel, Sui, and Dora, also have full-force blessings from the gods, such as Fel's blessing of the God of War, which makes him a powerful Magic Knight. Blessings are rare and coveted in the fantasy world, and often attract the attention of other people or monsters. Mukoda was blessed by the goddess of fire, earth, wind, and the god of creation (all are but small blessings) has given him protection (even if it is "small", this has dramatically increased his quality of life and lifespan itself), similar to Mukoda you can gain blessings from these or other types of gods (this perk can be bought multiple times for multiple small blessings).

Examples: One of the things that Mukohda's familiars relish is a good fight with some tough (and tasty) monsters, much to his consternation. This is intensified when Vaughn, the God of War, gives his blessing to Fel and Dora, to exhort Mukoda into giving him offerings as well. The blessing boosts their stats, with the side effect of increasing their bloodlust.

Mukoda initially could only produce a puff of fire and a small pebble with his Fireball and Stone Bullet spells respectively. But after some practice and the blessings of the gods, he could easily conjure explosive basketball-size fireballs and rapid-fire rock shards.

- **Otherworld Adventurer [400 CP]** - You were summoned from another world to this one, due to this you gain a certain advantage, you can gain 50 points to distribute between your stats or you can gain higher luck.
- **Hero Skills [600 CP]** - Kaito was summoned with various top tier abilities due to being a "Hero from another world" and skills such as Holy Sword Arts which is the exact opposite of Mukoda's status as such with this perk you gain special skills similar to the Holy Sword Arts.

Otherworldly Cook

- **Gourmet's Tongue [100 CP]** - You have a refined palate that can appreciate the subtle flavors and qualities of any food. Through taste you can also discern the ingredients, methods, and effects of any dish, and give constructive feedback. You can also enjoy any food, even if it is strange, exotic, or unpleasant to others. You can also resist any negative effects of food, such as poison, curses, or addiction.
- **Gourmet's Eye [200 CP]** - You have a keen eye that can perceive the subtle details and qualities of any food. You can also identify the ingredients, methods, and effects of any dish, and give accurate feedback thanks to your keen eyes. You can also spot any food, even if it is hidden, disguised, or transformed. You can also see the aura, the origin, and the history of any food, and learn from it. You can also resist any illusions, deceptions, or manipulations related to food.
- **Cooking Master [400 CP]** - You have exceptional cooking skills that can make any dish delicious and nutritious. You can also improvise recipes using whatever ingredients you have, and create new dishes that suit your taste. You can cook for yourself, your companions, or your customers, and earn their admiration and gratitude. Your cooking can also have various effects on those who eat it, such as healing, boosting, or enchanting them.
- **Online Supermarket [600 CP]** - You have the same power as the protagonist, Mukoda, to order food and other products from Japan using your smartphone which is included for free (or you can use the interface, whichever way you prefer really!). You can use this skill in any world you visit, as long as you have enough money to pay for the items. You can also order items that are not normally available in Japan, such as magic items or rare ingredients, but they will be more expensive and may take longer to arrive. This skill also comes with a cosmic warehouse that can store your items and a delivery drone that can bring them to you.

Items

All Items may be bought repeatedly. There are no discounts in this section.

- **Setting Media [Free]** - You gain all media about the setting, as well as famous fictional works from the setting.
- **Clothing [50 CP]** - You gain clothing fit for this world. If it is destroyed, you will get a new outfit the next day.

- **Cooking Utensils [50 CP]** - You gain a basic set of cooking Utensils. If any are destroyed or damaged beyond repair, you get new ones the next day.
- **Basic Cooking Supplies [50 CP]** - You gain a supply of a kilo of flour, sugar, salt and spices each. Any consumed or sold resources will be replenished at the end of the week. Not only are they important for cooking, they are also rather valuable in this world.
- **Recipe Book [100 CP]** - You have a book that contains hundreds of recipes from different cuisines and cultures. The book includes recipes for Japanese, Chinese, Western, Indian, and other dishes, as well as desserts, snacks, drinks, and more. The book has a magic enchantment that allows you to browse the recipes with a voice command, and also gives you tips and suggestions on how to cook them. The book also has a feature that allows you to create your own recipes and save them for future reference.
- **Forest Camp [100 CP]** - You gain a Camp in a forest, the Camp contains supplies that restock every week and a small number of soldiers protecting it, the captain of the soldiers is able to manage the camp in your stead whenever you need, the location can be chosen by you.
- **Mansion [200 CP]** - You gain a Mansion with butlers and maids and guards, the supplies restock every week and are enough for you, your subordinates and a couple of guests, the location can be chosen by you.
- **Forest Village [400 CP]** - You gain a Village in a forest, the Village is self-sustainable and will have someone among the village folk be able to manage it in your stead whenever you need, the location can be chosen by you.
- **Special Weapon [600 CP]** - You gain a special weapon similar to the Holy Engraver owned by Mukoda Tsuyoshi.

Companions

- **Single Import/ Companion Creation [50 CP]** - Import or create one Companion. They get 600 CP to spend on the options presented.
- **Group Import/ Companion Creation [300 CP]** - Import or create up to eight Companions. They get 600 CP to spend on the options presented.

- **Character Recruitment [50 CP]** - Choose one character that exists in the setting. This character may voluntarily choose to accompany you along your Jumpchain, meaning they become a companion. May not be used on characters significantly stronger than the median of all named characters.
- **Pet [Free/50 CP]** - Choose one animal that exists within the setting. That animal will from now on accompany you along your chain and respawn after death, similar to a companion. Furthermore it will never attack you, or persons or objects you do not want it to attack. For an additional 50 CP this animal is granted a human-level intellect and becomes a full fledged companion instead.
- **Followers [200 CP]** - You gain a set of followers similar to the elves that follow Mukoda.
- **Familiar [200/400/600 CP]** - You gain the loyalty of a familiar, with the first tier purchase you gain a familiar similar in strength to Sui who is level 50, with the second tier you gain a familiar similar in strength to Dora who is level 202, with the third tier you gain a familiar similar in strength to Fel who is level 947 (Can also choose the canon familiars themselves).

Drawbacks

Supplement Mode

In this jump, you have the option to supplement another one of your jumps. Choose wisely how you utilize this opportunity to enhance your overall Jumpchain experience.

Protagonist Toggle

In this jump, you can toggle the protagonist role, allowing you to replace the main character in the setting. This option allows you to shape the story from a new perspective, altering the course of your adventure. (Must choose the Otherworldly Cook origin.)

- **Hungry Horde [100 CP]** - You attract the attention of hungry monsters and beasts wherever you go. They can smell your food from miles away, and will try to attack you and steal your food. You will have to fight them off, or share your food with them, or run away from them. This drawback will also affect your companions and your familiar, who will have to deal with the hungry horde as well (these attacks happen only once a week).
- **You Look Ordinary [100 CP]** - I am not going to lie, you look so ordinary that basically no one will have any interest in you. It will be really hard to make friends with this drawback without a good personality.

- **Feeling Hungry? [200 CP]** - Your sense of taste is twisted. No matter how good the food or drink is, it will taste like garbage to you (though high class food will be somewhat tolerable, more akin to junk food). Any perk or power that takes away or lowers your need for food is nullified.
- **A True Gourmand [200 CP]** - You have a huge craving for food. You need enough food to feed twenty average adults per day... or you could do with half the amount if you somehow manage to get premium quality meals.
- **Picky Eaters [200 CP]** - Your food may be delicious and nutritious to you, but not everyone in this world shares your taste. Some of the people or creatures you encounter will be very picky or fussy about what they eat, and may refuse or dislike your food. You will have to cater to their preferences, or persuade them to try your food, or find alternative ways to feed them. You will also have to deal with their reactions, such as spitting, gagging, or throwing up.
- **Locked Equipment [300 CP]** - You cannot use any Items or Properties from outside the Jump.
- **Locked Abilities [300 CP]** - You cannot use any Superhuman abilities from outside the Jump.
- **Hero's Duty [300 CP]** - You are expected to fulfill your role as a summoned hero in the world you are in. You will have to participate in the battles, quests, and missions that the people or the gods assign to you. You will also have to follow the rules, laws, and customs of the world you are in. You will have less time and freedom to cook and explore as you please. You will also face more dangers and enemies as a hero.
- **Royal Enemy [400 CP]** - You become an enemy of a random kingdom among the mentioned in canon, it will not stop sending its armies until you cease to exist.
- **Nemesis [400 CP]** - You will encounter an enemy with the same perks and items that you have bought in this jump.
- **Food Curse [500 CP]** - Your food has a sinister curse that you cannot remove. Some of the food you order or use may be cursed by an unknown force, such as a demon, a god, or a witch. Your food may have negative effects on those who eat it, such as transforming, enslaving, or killing them. You will have to discover and break the curse, or find ways to counter or reverse it (the Net Supermarket perk is needed in order to take this drawback).

- **Marked Enemy [600 CP]** - You become the enemy of the world, making allies harder to find and increasing the difficulty of navigating this world.

Final Choices

After ten years in the setting you are required to choose one of these options:

- **End your Jumpchain and return home:** Choose this option to end your Jumpchain and return home.
- **End your Jumpchain and remain within the setting:** Choose this option to end your Jumpchain and remain within the setting.
- **Continue your Jumpchain and move on to the next Jump:** Choose this option to continue your Jumpchain and move on to the next Jump.

Notes: For this jump i am using the Generic Jump as a template  **Generic Jump**

Unique Ability Examples:

Enhanced Perception: This ability could allow you to perceive things beyond normal human capabilities, such as seeing in the dark, detecting invisible entities, or having an acute sense of smell or hearing.

Enhanced Agility: The ability to move quickly and easily, with superior balance and coordination. This could be useful in combat, exploration, or any situation requiring quick reflexes.

Enhanced Memory: The ability to remember everything you see, hear, read, and experience more easily.

Animal Communication: The ability to understand and communicate with animals. This could be useful for gathering information, forming alliances with animals, or simply for companionship.

Enhanced Crafting: The ability to create high-quality items with common materials. This could be useful for creating weapons, armor, or other useful items.

Aura Reading: The ability to see and interpret the auras of living beings. This could provide insights into their emotional state, health, or even potential threats.

Changelog:

V1.1: Otherworldly Cook origin and perks plus more items, drawbacks and unique abilities examples added!