



In this world Cooking is everything. Okay not really but follow me on this. There are a select few who can turn their culinary skill in way that is normally impossible. Medicine, Alchemy, and other strange things. However, there are those who would fight monsters as prey for their meat, for their fluids, for their ingredients. These are Battle Chef.

1000 Chef Points

Perks



You may choose to take 3 100 CP perks as freebies and take 4 200 CP perks, 2 400 CP perks, 1 600 CP perk to be discounted. Discount of course means 50% of the normal price

Cooking Skills (Free): Well, the setting is called Battle CHEF Brigade. So obviously you need to know how to cook. But the way you cook in the setting is more like playing Tetris. You see ingredients have these things called Taste gems. When you add ingredients to a dish you add taste gems. Match three of these gems of the same type (Fire, Water, or Earth) to make a gem of a higher level (from level 1 to level 3). Doing this will improve the dish rating. Once the dish reaches a certain score it will transform into a cooked food (Such as a fruit will turn into a jelly dish or a pot of fried rice). However, you can still add more ingredients to improve its score and taste. In addition, the profile of the dish can change based on how many level 3 gems are present in the dish, and what kind of gems they are. Be warned though poison will lower the final score when the dish is being judged.

Combat Skills (Free): The food here is made from ingredient that come from monster parts. In order to be a part of the brigade you need to know how to fight these monsters. That's what this perk does it gives skills in a weapon of your choice. And use said weapon in cooking.

Understanding of Taste gems (Free): Taste gems are important to cooking in this setting. With this perk you gain the ability to see them and know which gem is which.

Order up (100 CP): Cooking is only half the battle as a member of the brigade. You have to serve the food that you cooked too. This perk makes so that you can get the dish to the intended customer in half the time needed.

Medicinal Cooking (100 CP): Not all cooking is made for only consumption and to satiate hunger. Some styles of cooking can help with curing diseases, healing from wounds, or just giving a burst of energy. This type of cooking is called Medicinal Cooking. You can at will make the dishes that you make have healing properties. Help heal the masses while feeding them

Saucier (100 CP): Sauces help improve or change the taste of food. In this setting the way used to change the affinity of a Flavor Gem. But when you use the Sauce will also improve the overall taste of the dish. In jumps afterwards any sauce or seasoning you use on a dish improves the taste of the food.

Instant Completion (100 CP): By default, your food would be cooked and ready once it reached the required point rating. But once you leave that ability is gone. That's what this perk is for once you have your ingredients just toss them on to the pan and increase the point rating as you would in this jump.

Stylized Cooking (100 CP): A pick a cooking style. Now you can make your dishes have the same appearance and style has the cooking style chosen. You can purchase this perk as much as you want, might be able to make a fusion cooking style

Focused Cooking (200 CP): Okay the name of the perk can be a bit misleading so allow me to explain. When you improve a flavor gem you start a combo which can help you improve Taste gems without matching them together. This takes a lot of practice to pull off because the combo state won't last. Not with this though. You can state in this combo state a bit longer allowing you to improve continue the combo for a bit longer. Out of jump this can be applied to combat as well but can also allow you to detect the exact time when something is ready to avoid it being burned.

Ingredient Gatherer (200 CP): When it comes to food and ingredients you know where to look. Wherever you look you seem to find more fruits, vegetables, and meats than the more normal person. Heck the ingredients are better than the usual in quality.

Waste Not Want Not (200 CP): Not every part of an ingredient is considered to be used in a dish. Things like bones and poison would probably ruin the whole thing. Very few can find a way to use these factors to their advantage. You are one of these few. Instead of just cutting out the bone, you can use these less than savory parts to your advantage without any detriment to taste or health...heck you won't lose points for including bone in your dish.

Hunter (200 CP): The Brigade cooking battles have a specific theme for each battle. These themes are about which monster or plant that should be included in your dish. You have developed mental radar that will help you find the general location of the monster or plant that has the ingredients that you need for your dish. After this jump this perk will allow you to find the general location of the creature, vegetable or fruit that you are looking for.

Hazardous Cooking (200 CP): The judges have a discernable tongue with taste buds that can detect if a dish that has poison. Having poison in your dish, will cost point...and you know, could KILL people. But

you know how to use negate the poison's ill effect of it. In fact, when you handle the poison in food you can turn the poison into substance that will improve the taste gems. When you do this process, the substance will no longer be considered poison anymore, thus you won't lose points.

Flavor Master (200 CP): Taste gems are everything when it comes to cooking battle in this jump. One mistake in managing the amount of one favor gem type could give you the wrong overall flavor for the dish. However, you can use the other flavor types to enhance the overall flavor that you are going for. For example, if you are making a dish with a Water based flavoring you can use a bit of Earth Taste gems to give the Water Taste gems more stability making the texture of the overall dish to be more firm; When making an Earth based dish you can use some Fire Taste gems to add more heat to dish; and so on. The only limit to this ability is your creativity. This can extend to other types of flavoring that exist in and outside of this jump

Wind Magic (400 CP): The ability to use magic is not necessary to become a Brigade member. But it can make things easier for you. You can use Wind Magic. This type of magic can allow you to throw object farther, to dash forwards, and summon tornados. This field of Magic is good for crowd control, when you are facing against multiple of monsters. Just be careful not to cause collateral damage

Fire Magic (400 CP): Magic is not necessary to become a Brigade member. The ability to use magic is not necessary to become a Brigade member. But it can make things easier for you. You can use Fire Magic. This type of magic can allow you to shoot fire balls, create a ring of flames around and enflame your weapon. This magic is better suited for handling bigger and stronger foes, boss monster. Try not to burn things down though.

Necromancy (400 CP): Magic is not necessary to become a Brigade member. The ability to use magic is not necessary to become a Brigade member. But it can make things easier for you. You have chosen to use Necromancy...what? You do realize that this a cooking centered jump, right? Well not to worry the undead that you summon can help you cook (They washed their if your concerned about the germs.) as well as fight. Call forth skeletons, ghosts, and even a few zombies. This magic is very versatile good for crowd control or for handling bosses.

Alchemist (400 CP): Fighting isn't everything in being a Brigade member. Sometimes you have to do research and experiment with the ingredients to discover new ways to enhance flavors and remove possibly dangerous substances from the eco system that could cause certain ingredients to be dangerous for consumption. The type of people who these experiments are called Alchemist. While most join the Brigade to fight monsters and explore the world. You chose to join to help people in more medical way. If a blight is affecting monsters which is getting people sick, you get work on looking at the meat, or bones of the monster to see what is wrong. You can discern and even methods to counter these sore blights.

Rogue (600 CP): There's to being a Brigade member than just cooking. You have to fight too. You chose to fight with more finesse. Maybe you work in a restaurant and have to help with the lunch rush, maybe you're a former crook. Whatever the reason is your pretty fast and can attack fast. Granted your attacks don't have much of a punch to it but you can dodge roll as if you are in Dark Soul. You can double jump. You can even do a backstab attack. Once again, your attacks are weak compared to others so use your cunning and wit to win. Also comes with the ability to disguise yourself for free.

Berserker (600 CP): There's to being a Brigade member than just cooking. You have to fight too. However, you take it in a more aggressive approach. Maybe you're an orc, maybe you're a hybrid, or maybe you have a special weapon. But whatever it is you are stronger and tougher. But the biggest gain here is the berserk mode. In order to activate you need to absorb ingredient, however these ingredients must be on the ground for you to absorb. The Absorbed ingredients become a special type of energy that fuels your berserk state. Once you have absorbed enough you can activate the berserk mode. While in this state you are faster, stronger, more durable, and flinch less. However, there is an interesting work around to activate berserk mode. If someone you care deeply is in grave danger you can activate berserk mode without needing to absorb the required ingredients. You will stay in this state until what you have completed whatever is needed to save your loved one (For Example this happened to thrash when bandits stole a special ingredient that is needed to cure his wife of a rare and deadly disease. He entered this state during cooking battle for the last ingredient). After this jump it can be fueled by any other inner energy. Use this power wisely

Items



Items are in the same situation as Perks. Choose 2 100 CP items to take for free and choose 2 items of each tier to take at a discount.

Cooking Weapon (Free): A weapon that can also be used in cooking. Can be anything really.

Basic Cookware (Free): A Normal Pan and a Cutting Board. The basic starter equipment for cooking. The pan allows to combine Taste gems and the cutting board allows you to destroy taste gems, bones, and globs of poison

Elemental Ingredients (100 CP): Beef Jerky, Emerald Grass, and Sapphire Dew. Each of these gives 4 taste gems. Fire for Beef Jerky, Earth for Emerald Grass, and Water for Sapphire Dew. You can use these to get a base or a starting point for your dishes. Might not be much but it is a good thing to have in cooking battles and for cooking in general. However, you won't get a dish based on these ingredient so don't be over reliant on them. It will be replenished after each cooking battle or every time you are done cooking.

Gryphon Talon (100 CP): A long claw that contains for bits of bone. Might not seem like something to use in a dish but you can use these bone pieces to create rainbow orbs which can help you improve an flavor gem of any kind.

Personal Ingredient (100 CP): Something from home. This item is a personal ingredient that you can use in addition on its own you can make a dish based on it. It can be anything a breast from a chicken creature, a fish, even a fruit what ever it is it has the following: One level 2 flavor gem, two level 1 Taste gems and the Taste gems are of the same type, also if it is a meat-based ingredient it will also have a bone piece. It will be replenished after each cooking battle or every time you are done cooking.

Orchid Blossom (200 CP): A little accessory that will improves the quality of all plant-based ingredients. Things like fruits, seeds, vegetables, beans, etc. You might be thinking "A bit expensive for an accessory that just makes plant-based foods and ingredients better." Well, you are right but it will also eliminate any poisons that might be in these ingredients...making it safer for you to use mushrooms in your dishes.

Combo Pan (200 CP): An improvement to the Basic Pan. When you improve gems in rapid succession, you'll have made a combo. When the combo ends the pan will highlight certain parts in your dish if a flavor gem is in the highlighter area it will go up a level without having to combine three Taste gems of the same type and level.

Elemental Pots (200 CP): These Pots are different than the other pans mentioned in this section. It can improve Taste gems only needing two Taste gems of the same type. BUT it can only improve one flavor gem type. The Water Pot only improves Water, Fire Pot only improves Fire, and Earth Pot only improves Earth

Heart Pin (300 CP): A special pin that gives you health regeneration. Wounds will slowly heal over time as long as you are wearing this.

Cooker Collection (300 CP): Cookers are different from pans and pots. Unlike pans where you need to stir and match taste gems, cookers have various effect on ingredients that are placed inside. Slow Cooker slowly promotes taste gems. Purifying Oven slowly converts bad taste (Poison and Bone). Hearty Oven slowly repairs fragile taste gems. Crystallizer Oven slowly clones taste gems. Finally, there's the Orcish Fire Oven which quickly improves fire flavor gems

Safety Spatula (300 CP): A special spatula than makes it a bit safer to stir fragile taste gems allowing to stir one more time before destroying/demoting the taste gem.

Vial of Ambrosia (400 CP): Belchior's greatest accomplishment this vial contains two drops of Ambrosia which will instantly promote a taste gem. The vial will be replenished after each cooking battle or every time you are done cooking.

Rainbow Droplet (400 CP): This special liquid ingredient adds a rainbow taste orb which can help promote a taste gem of any type effectively decreasing the number taste gems to match by one. It will be replenished after each cooking battle or every time you are done cooking.

Expertise Books (400 CP): Okay now these are special each one of these books are used to help you improve your dish as well as impress the judges of a cooking battle and grant you bonus points for a list of the books and what they do go to this link:

<https://steamcommunity.com/sharedfiles/filedetails/?id=1212005853>

Companions



Import (50-200 CP): It's dangerous to go alone. So how about you bring some friends with you to make it easier. 50 SP to import one companion. 200 SP to bring them all. Each gets 800 SP and a background.

Create (50-200 CP): Same as above but you make new companions that you'll come across in this jump. 50 SP for, 200 SP for 8. You can never have too many friends. Each gets 800 SP and a background

Mina Han (100 CP): A girl who got tired of just working at her family restaurant. She ran from home to join the Brigade.

Thrash (100 CP): An orc that loves his family and is willing to do anything to protect them. If you purchase him you get his family its not for debate.

Ziggy (100 CP): A strange one this man. He shows up when you least expect it and he is gifted in Necromancy.

Kirin (100 CP): A winged Elven Cook that wants to get into the alchemist division of the Brigade inviting her to come with you will get you someone who is look for ways to experiment with food

Canon Characters (50 CP): This is to purchase anyone else that is not listed. 50 FP per person.

Scenario



Get into the Brigade: Real simple this one, take a part of the exams for the brigade and pass. This means taking on various of applicants in cooking battles. You must win at least 5 cooking battles and then passed the final test which requires you to beat three expert members of the brigade in a cooking battle back-to-back. Be warned, if you lose three times or lose once in the final test, you fail.

Reward – Brigade Member: For succeeding you will be appointed a brigade member this makes it that you can harvest more ingredients than normal and makes your food taste better. It also gives you a slight increase on your combat skills

Cure the Blight: This one is also simple but also requires you to take the “Get into the Brigade” Scenario. All you have to do is follow the event of the game and but end to the blight. However, for some reason it seems like there’s more than one culprit like as if there are two people behind the blight. Your job is to find out who they are, both the one that is from the game’s continuity and the other one

Reward – Blight Curer: When it comes to curing a blight or disease you can find the answer to the problem much quicker than others. You can find out the source cause and cure to any plague or blight that is affecting an area in a third of the time than it takes experts

Drawbacks



So Many Monster (+100 CP): There seemed to be twice the normal amount of monster in each hunting biome. This while this makes getting ingredients easier, it also makes easier for you to be overwhelmed

Fragile Ingredient (+100 CP): Fun Fact some Taste gems seemed to be damaged that if you move them buy stirring they'll be damaged further until they are demoted to a level lower or are destroyed in the case if it's a level 1 flavor gem. The only way to repair them is to improve them to the next level or by using a special item that repairs these gems.

Poisoned Monsters (+200 CP): Not only monster have poisoned based attacks now the ingredients that they drop will have poison in them. You have to work hard to make sure your dishes won't have the poison.

Tougher Monsters (+200 CP): The monsters sure can take a beating. It seems like it will take twice the fire power an effort to take them.

Aggressive Beasts (+400 CP): Most of the time monsters won't attack you unless you are in their line of sight or provoke them. Now they'll be actively hunting down chefs during cooking battles. Making it harder to get the ingredients you needs.

Tricky Opponent (+400 CP): Good news and bad news. Good news you are now able to use more cooking ware items during your Cooking battles, heck you can use everyone that you own. Bad news so can your opponent and they are more skilled than normal. Your opponent will be pulling off some tactics to improve their score in ways that you thought impossible. Better bring you're a game if you want to win.

Complex Orders (+600 CP): For the most part Judges will only ask for one elemental flavor profile for their dish. Not anymore. Now each judge will ask for at least two flavors for the flavor profile of the dish. Better work your magic and cooking skills jumper because in some biomes this can be much harder than normal based on the order

Aggressive Challengers (+600 CP): This is not like the Tricky Opponents drawback above. This means you are more likely to be challenged to a cooking battle more often. This can lead to you being challenge three to four times a day. You will be exhausted and need to find time to rest safely during your time here.

This is my First Time Hearing about it! (+800 CP): IF you have played the game or watched playthroughs of Battle Chef Brigade then you have outside information about this place. By taking this drawback that knowledge is no longer available to you. You will have to learn as you go during your time here.

I Don't Need To Cheat! (+800 CP): Well If you say so. Leave the perks and items that you did not purchase here behind. Because you are not bringing them into this jump

Ending



I'm Stuffed: Go home

Order Up: Stay Here

Ready For Seconds: Continue to your next jump

Notes

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Completed in time for Thanksgiving!