

CHARACTER NAME

RACE BACKGROUND

ALIGNMENT EXPERIENCE POINTS



COOK

COOK ARCHETYPE

PROFICIENCY PASSIVE PERCEPTION

INSPIRATION PASSIVE INSIGHT

AC INITIATIVE SPEED

Hit Point Maximum Temporary Hit Points

HIT DICE DEATH SAVES

Used Total SUCCESSES FAILURES

d8

NAME	ATK BONUS	DAMAGE/TYPE

MORSELS KNOWN MORSEL SAVE DC

MORSELS

You have learned how to instill morsels of food with magical effects. A creature may only be under the effects of one morsel at a time. If a creature is under the effects of a morsel, and they ingest another morsel, the original effect is removed. Each time you gain a level, you may replace one morsel you know with a different one.

You may cook a number of morsels equal to your Constitution modifier every short or long rest. You may cook the same type of morsel more than once. All morsels are stored in your Cook's Bag and expire if taken out for longer than 6 seconds, or the next time you cook morsels. You may reach into your Cook's bag, pull out a morsel, and feed it to a conscious creature you can touch as an action.

STRENGTH

◆ — SAVING THROWS

⊗ — ATHLETICS

DEXTERITY

◆ — SAVING THROWS

⊗ — ACROBATICS

⊗ — SLEIGHT OF HAND

⊗ — STEALTH

CONSTITUTION

◆ — SAVING THROWS

INTELLIGENCE

◆ — SAVING THROWS

⊗ — ARCANA

⊗ — HISTORY

⊗ — INVESTIGATION

⊗ — NATURE

⊗ — RELIGION

WISDOM

◆ — SAVING THROWS

⊗ — ANIMAL HANDLING

⊗ — INSIGHT

⊗ — MEDICINE

⊗ — PERCEPTION

⊗ — SURVIVAL

CHARISMA

◆ — SAVING THROWS

⊗ — DECEPTION

⊗ — INTIMIDATION

⊗ — PERFORMANCE

⊗ — PERSUASION

RACIAL TRAITS

PROFICIENCIES LANGUAGES

LIGHT ARMOUR SIMPLE WEAPONS

MEDIUM ARMOUR MARTIAL WEAPONS

HEAVY ARMOUR SHIELDS

TOOLS & OTHER PROFICIENCIES

LEVEL 1 COOK'S BAG

Your Cook's Bag magically preserves your morsels and ingredients. You must replenish it at least once every 30 days by buying 10 gp worth of food or spending 8 hours scavenging food. You can create a new bag by expending 100 gp worth of leather, gems, and other raw materials. Doing so takes 8 hours.

LEVEL 1 SMELLING SALTS

As a bonus action you may wave spices under the nose of a charmed or frightened creature that you can touch. If the creature has made a saving throw against their condition, they may repeat that saving throw, ending it on a success. The creature may only repeat the saving throw for one condition per use of this feature. At 7th level, you may use this feature on a stunned creature. At 13th level, you may use this feature on a paralyzed creature.

LEVEL 3 COOK ARCHETYPE FEATURE

LEVEL 5 ROTUND REFLECTION

When a Large or smaller creature within 5 feet of you hits you with a melee attack, you can use your reaction to cause the creature to make a Dexterity saving throw against your Morsel save DC. On a failure, their speed is 0 until the end of the turn, and they are pushed 10 ft. away or knocked prone (your choice).

LEVEL 6 COOK ARCHETYPE FEATURE

LEVEL 7 ORDER UP

During a long rest you can make a number of additional morsels equal to your Constitution modifier, none of which may have prerequisites. At 11th level you can make these morsels during a short rest as well.

LEVEL 9 IRON STOMACH

You are immune ingested poisons and the poisoned condition.

LEVEL 10 COOK ARCHETYPE FEATURE

LEVEL 14 COOK ARCHETYPE FEATURE

LEVEL 15 SOUL FOOD

You can cast *Create Food and Water* once per long rest. If you make morsels, and you have no ingredients left, you conjure the necessary ingredients as part of making the morsels.

LEVEL 17 FULFILLING MEAL

Whenever you feed a morsel to a creature that you have shared a long rest with (including yourself), you may double the duration of the morsel's effect.

LEVEL 18 COOK ARCHETYPE FEATURE

LEVEL 20 LEFTOVERS

When you roll initiative and have no morsels left, you conjure one morsel that you know how to prepare inside your Cook's Bag.



CHARACTER NAME

AGE	HEIGHT	WEIGHT	DISTINGUISHING MARKS
EYES	SKIN	HAIR	SCARS

CHARACTER APPEARANCE

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

BACKGROUND

ALLIES

ENEMIES

ADDITIONAL FEATURES & TRAITS

EQUIPMENT

Attuned

HEAD _____

AMULET _____

CLOAK _____

ARMOUR _____

HANDS/ARMS _____

RING _____

RING _____

BELT _____

BOOTS _____

CP SP EP GP PP

BACKPACK/STORAGE

MAGIC ITEMS

Attuned

Name _____

Name _____

Name _____

Name _____

Name _____