

CHARACTER NAME

RACE BACKGROUND
ALIGNMENT EXPERIENCE POINTS



COOK

COOK ARCHETYPE

PROFICIENCY PASSIVE PERCEPTION
INSPIRATION PASSIVE INSIGHT

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

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.

RACIAL TRAITS

PROFICIENCIES LANGUAGES
 LIGHT ARMOUR SIMPLE WEAPONS
 MEDIUM ARMOUR MARTIAL WEAPONS
 HEAVY ARMOUR SHIELDS
 TOOLS & OTHER PROFICIENCIES

COOK'S BAG LEVEL 1
 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.

SMELLING SALTS LEVEL 1
 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.

COOK ARCHETYPE FEATURE LEVEL 3

ROTUND REFLECTION LEVEL 5
 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).

COOK ARCHETYPE FEATURE LEVEL 6

ORDER UP LEVEL 7
 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.

IRON STOMACH LEVEL 9
 You are immune ingested poisons and the poisoned condition.

COOK ARCHETYPE FEATURE LEVEL 10

COOK ARCHETYPE FEATURE LEVEL 14

SOUL FOOD LEVEL 15
 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.

FULFILLING MEAL LEVEL 17
 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.

COOK ARCHETYPE FEATURE LEVEL 18

LEFTOVERS LEVEL 20
 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

HEAD _____	Attuned	<input type="radio"/>
AMULET _____		<input type="radio"/>
CLOAK _____		<input type="radio"/>
ARMOUR _____		<input type="radio"/>
HANDS/ARMS _____		<input type="radio"/>
RING _____		<input type="radio"/>
RING _____		<input type="radio"/>
BELT _____		<input type="radio"/>
BOOTS _____		<input type="radio"/>

CP

SP

EP

GP

PP

BACKPACK/STORAGE

MAGIC ITEMS

Name _____	Attuned	<input type="radio"/>
Name _____	Attuned	<input type="radio"/>
Name _____	Attuned	<input type="radio"/>
Name _____	Attuned	<input type="radio"/>
Name _____	Attuned	<input type="radio"/>