

## Chef Archetype Description

Chefs come from all types of upbringings and have different motivations but they have one thing in common, the ability to stand out from the rest when cooking food.

Feat	Level	Summary
Chef Dedication	2	Gain basic alchemy benefits for creating alchemical foods.
Caterer	4	Handle cooking for large occasions and make group impressions.
Personal Chef	4	Recall knowledge about a person's favorite meal and soothe mental anguish.
If Can't Take the Heat, Get Out Of the Kitchen	4	You've developed tolerance for fire
Mixologist	6	Gain insights into creating beverages and elixirs.
The Secret Ingredient is Resent	6	Learn to create ingestible poisons.
Take It Up A Notch	6	Add special benefits to your creations using endemic herbs.
Improviser	10	Gain the ability to improvise with ingredients.
Sous-chef	10	Become a master in Cooking Lore and gain combat benefits.
Head Chef	18	Become legendary in Cooking Lore.

### Chef Dedication

**Level:** 2

**Traits:** Archetype, Dedication

**Prerequisites:** Trained in Craft

Your culinary sensibilities provide you with the ability craft exquisite foods.

You gain the basic alchemy benefits with the limitation that they only apply to alchemical foods. You gain batches of infused reagents per day equal to your level or half your level. Your advanced alchemy level for creating alchemical foods increases with your level. You must have access to chef's tools and reasonable cooking accommodation for the food you are preparing.

You become trained in Cooking Lore. If you were trained you become an expert. You can use Cooking Lore instead of Craft to create alchemical foods. Bonuses that would have effected craft for preparing food (such as Seasoned Feat) still apply when Cooking Lore is used to create foods.

You have access to all common Campsite Meal recipes. In addition to using Cooking Lore for the Cook Special Meal activity. You can use infused reagents to create campsite meals where 1 each infused reagent equals 4 basic or 1 special ingredient.

**Special:** You can't select another dedication feat until you have gained two other feats from the herbalist archetype.

## Caterer

**Level:** 4

**Traits:** Archetype, Dedication

**Prerequisites:** Chef Archetype

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You are able to handle cooking for large occasions provided you have access to ingredients (and maybe help at the DM's discretion.)

When you provide food you can roll Cooking Lore instead of Diplomacy to Make and Impression and function as if you have the Group Impression feat.

If you use diplomacy to make a request within 24 hours after successfully providing food to an individual you may apply a +1 bonus. You also count as prepared to aid you associate to make a request to an individual you prepared food for within 24 hours, and count your Cooking Lore role for the aid check with no chance of failure.

If you use the Cook Special Meal activity during your daily preparations you can feed up to 5 people with one meal.

## Personal Chef

**Level:** 4

**Traits:** Archetype, Dedication

**Prerequisites:** Chef Archetype

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While preparing Special Campsite meals, you can use Cooking Lore against DC 15 to recall knowledge about a person and augment any meal so that it yields them favorite meal bonus.

You gain the Evoke Comfort Food Nostalgia ability.

### **Evoke Comfort Food Nostalgia**

**actions:** 1

**trigger:** a person you have cooked for is affected by a mental attack.

Using your knowledge of the recipient's tastes and food history, you are able to quickly assemble some ingredients on your person that smell like a comfort food from their lives. This can evoke the Proust Phenomenon and soothe some of their mental anguish. You ally benefits as if affected by a Soothing Words. They become immune to this effect for the duration of the spell for 10 minutes.

## **If Can't Take the Heat, Get Out Of the Kitchen**

**Level:** 4

**Traits:** Archetype, Dedication

**Prerequisites:** Chef Archetype

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Your dedication to perfection has trained you to work through tough circumstances.

You gain Fire Resistance feat.

## **Mixologist**

**Level:** 6

**Traits:** Archetype, Dedication

**Prerequisites:** Chef Archetype

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Your conisorial approach to beverages has granted you insight into various aspects of how and why they are made. You are now able to use Cooking Lore in place of Alcohol Lore. Additionally, you are able to use Cooking Lore to craft common consumable beverages. You add Alcohol, Coffee, Absinthe, and

Dreemtime Tea to your recipe list and can make them in your preparations with advanced alchemy.

You can now use Cooking Lore as Craft Alchemy to create elixers. You can use advanced alchemy to use infused reagents to create elixers with item level up to half your character level. You learn 3 common elixir formulas.

You can roll Cooking Lore DC 15 to get a +2 bonus to saves against addiction and poison effects related to beverages.

## **The Secret Ingredient is Resent**

**Level:** 6

**Traits:** Archetype, Dedication

**Prerequisites:** Chef Archetype

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You have learned how to undetectably make food have consequences.

You gain access to create Alchemical Poisons with the ingested trait.

You are able to insert ingredients (such as poison) without detection. You can substitute Cooking Lore Skill for Stealth when trying to hide ingredients in food.

You add Tasters Folly and Belladonna to your recipe book.

## **Take It Up A Notch**

**Level:** 6

**Traits:** Archetype, Dedication

**Prerequisites:** Chef Archetype

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During your daily preparations, you find fresh herbs endemic to your location. Until your next preparations, you can spend an additional batch of infused reagents to add a benefit to an item you create with cooking. The benefit of the special herbs affects the creature that the item is applied to; if the benefit is not immediate, it lasts for 1 minute unless otherwise stated. This adjustment counts as an additive, so you can't include another additive without spoiling the item.

- Aquatic Gain a +1 circumstance bonus to Fortitude saves.
- Arctic For 1 hour, treat environmental cold effects as if they were one step less severe.
- Desert For 1 hour, treat environmental heat effects as if they were one step less severe.
- Forest Gain a +2 circumstance bonus to saves against disease and poison effects.

- Mountain Gain a +1 circumstance bonus to Reflex saves.
- Plains Gain a +1 circumstance bonus to Will saves.
- Swamp Remove one source of persistent bleed damage.
- Underground Gain a +1 circumstance bonus to Perception.

## Sous-chef

**Level:** 10

**Traits:** Archetype, Dedication

**Prerequisites:** Chef Archetype

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You have demonstrated mastery of cooking with both recipe and tools.

You become a master in Cooking Lore.

You gain the quick draw feat when you are wielding a knife or a weapons with cooking trait. When you critically succeed at an attack roll with a weapon from the knives group or having the cooking trait you apply the critical specialization effect.

## Improviser

**Level:** 10

**Traits:** Archetype, Dedication

**Prerequisites:** Chef Archetype

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You have mastered cooking with unexpected ingrediants. Your culinary experiments can yeild extream results.

When preparing campsight recipies, you can substitute 4 basic ingreadiants for 1 special ingreadiant, and vise versa.

You gain the Quick Alchemy action and the Unstable Concoction feat.

## Head Chef

**Level:** 18

**Traits:** Archetype, Dedication

**Prerequisites:** Chef Archetype

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You become Legendary in Cooking Lore.

Your advanced alchemy level increases to half your level plus 8.