

Chef

You are a chef or cook currently or previously working in a restaurant, or somewhere else where food needs making.

Chef Features

Field Cook *Chef Feature*

You are able to rest without using up rations, provided that you have access to fire and nature. You can also feed additional characters if that they help you gather ingredients.

Cookery *Chef Feature*

You have access to an equipped kitchen and ingredients to make food, as well as avenues to get hold of rarer and more exotic ingredients given the time.

Taster *Chef Feature*

You can tell what things you consume are, everything about the ingredients they are made of, where they originate from, and the production process exactly. You can do the same for smells if you succeed on a knowledge check.

Words Over a Meal *Chef Feature*

You have advantage on all charisma checks made while all parties involved are enjoying a meal you have prepared.

Chef Appeals

Sweet Words *Chef Appeal*

Uses: 1

You try to calm or persuade someone with sweet calming words.

Check: Persuasion (CHA) vs instinct

Success: Deal 3 resolve damage.

Cutter of Meats *Chef Appeal*

Uses: 2

You make a threat alluding to your experience as a chef.

Check: Intimidation vs instinct

Success: Deal 4 resolve damage.

General Appeals

Deceive *Appeal*

Uses: ∞

You attempt to bluff, lie, trick, confuse, or mislead someone to help your case, or to believe something that is not true.

Check: Deception (CHA) vs instinct

Success: Deal 1 resolve damage.

Persuade *Appeal*

Uses: ∞

You attempt to influence someone's opinion through logical argumentation and truthful reasoning, or through more underhanded means such as bribery.

Check: Persuasion (CHA) vs instinct

Success: Deal 1 resolve damage.

Intimidate *Appeal*

Uses: ∞

You attempt to frighten or threaten someone in order to make them do what you want.

Check: Intimidation (CHA) vs instinct

Success: Deal 1 resolve damage.

Chef Manoeuvres

Basic Attack *Chef Manoeuvre*

Time: 1 action

Range: Melee

Target: Character or object

Attack: Strength vs defence

Hit: Deal 1d6 + strength damage. If you rolled a 5 or 6 on the d6, the target falls prone.

Forequarter Cut *Chef Manoeuvre*

Time: 1 action

Range: Melee

Target: Character

Attack: Strength vs defence

Hit: Deal 1d10 + strength damage. If you had advantage on the attack and both rolls would have hit, deal an additional 1d10 damage.