

# CHEF

A rugged half-elf fells a ferocious owlbear with a flurry of knives. His mouth salivates as he stands over the carcass, imagining the wondrous flavors it must hold.

In the midst of battle, a steadfast human reaches into her chef's pouch, hastily looking for something that could save her injured friend. She grabs a recipe she had prepared earlier and shoves it down her ally's throat, smiling as the magical flavours close mortal wounds.

Focused and determined, a gnome samples the strange food from a far off realm. With each bite, his mind surges with ideas, and a new recipe is born.

The greatest strength of the chef is their bizarre creativity. Able to turn the mundane into the marvelous, chefs never waver when faced with a challenge.

## THE PURSUIT OF PERFECTION

While most adventurers find reward in riches, others seek a treasure of a different kind. Chefs travel far and wide to uncover new foods and long lost flavours, delving into the most dangerous locations in search of key ingredients to perfect their recipes. Chefs who take on a life of adventure are few and far between, and fewer still live long enough to see their pursuits fulfilled. Nevertheless, those Chefs who do choose this path are considered to be the pioneers of their profession.

To survive as an adventurer, a chef relies on the magic of their food and their skill with culinary items. Chefs strive to perfect the myriad applications of their utensils, studying their form as a warrior studies his weapon. In the hands of a chef, an ordinary pan or ladle can be utilized for deadly purpose, or employed as a tool to shape and focus spiritual energy.

## BEYOND THE MUNDANE

At first glance, a chef may seem ordinary, but behind their mundane appearance lies spiritual power that can transform basic food ingredients into magical reagents. A chef's magic is channelled through his recipes, and grants those who ingest them a portion of the chef's power. While other magical creatures hoard their reality-shaping abilities, chefs share their magic with all who need it, imbuing each morsel with a piece of themselves.

Chefs are common in every part of the world, but not every cook and baker can create meals of a magical nature.

Discovering the spiritual power hidden within a chef's emotions requires years of training and a large amount of innate aptitude that most lack.

## CREATING A CHEF

When creating your chef, you should consider the nature of their training, and their initial life afterward. They may have been trained by a relative or the servant of a great king. Alternatively, they could have learned the trade as a means of survival within a poor urban district. These decisions may help you decide on your character traits as well as your choice of recipes.

## QUICK BUILD

You can quickly create a Chef by following these suggestions. First, Wisdom should be your highest ability score, followed by Strength or Dexterity. Second, choose the Guild Artisan background. Third, choose the following three recipes to add to your cookbook: Bull's Eye Soup, Croque Madame and Orange Cake.



## THE CHEF

Level	Proficiency Bonus	Features	Recipes Known
1st	+2	Recipes, Culinary Arts	3
2nd	+2	Dextrous Digits, Gourmet Senses	4
3rd	+2	Chef Specialty	5
4th	+2	Ability Score Improvement	6
5th	+3	Recipes Improvement	7
6th	+3	Extra Attack	8
7th	+3	Specialty Feature	9
8th	+3	Ability Score Improvement	10
9th	+4	Flawless Cookery	11
10th	+4	Fast Food	12
11th	+4	Recipes Improvement	13
12th	+4	Ability Score Improvement	14
13th	+5	Specialty Feature	15
14th	+5	Savor the Taste	16
15th	+5	Iron Stomach	17
16th	+5	Ability Score Improvement	18
17th	+6	Recipes Improvement	19
18th	+6	Specialty Feature	20
19th	+6	Ability Score Improvement	21
20th	+6	Master Chef	22

# CLASS FEATURES

## HIT POINTS

**Hit Dice:** 1d8 per chef level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per chef level after 1st

## PROFICIENCIES

**Armor:** Light Armor

**Weapons:** Simple weapons

**Tools:** Cook's Utensils

**Saving Throws:** Strength, Wisdom

**Skills:** Choose two from Insight, Intimidation, Investigation, Nature, Perception, Performance, Sleight of Hand and Survival.

## EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) an Iron pot or (b) five rations
- (a) a Scholar's pack or (b) an explorer's pack
- A set of cook's utensils, a cookbook and a chef's pouch.

## RECIPES

Beginning at 1st level, you learn three recipes that can be used to aid yourself and your allies. Each time you gain a level in this class, You learn an additional recipe, as show in the class table. The recipes are kept inside your cookbook, and are all detailed at the end of the class description. When you reach 5th level in this class and again at 11th and 17th levels, each of your recipes gains an additional benefit, or increases in potency.

## CHEF'S POUCH

You carry with you a chef's pouch which contains all the ingredients you need to create your recipes. During a long rest, you can create a number of recipes from your cookbook equal to your Wisdom Modifier + half your chef level (rounded up, minimum 1), which are kept inside your chef's pouch. You can create multiple of the same recipe, or several different recipes. You must have your cookbook and chef's pouch with you for the duration of the long rest in order to create recipes. Any unused recipes spoil when you create new ones during a long rest.

## USING A RECIPE

Any creature that possesses one of your recipes can use a bonus action on their turn to consume it and gain its benefits, provided they have a free hand to do so. Alternatively, they can feed the recipe to a willing creature within 5 feet using a free hand. A creature must be conscious to consume a recipe. The effects of different recipes add together while their durations overlap, but the effects of the same recipe consumed multiple times don't combine.

## RECIPES ABILITY

Wisdom is the ability score you use for your recipes. You use your Wisdom modifier when setting the saving throw DC for a recipe and when a recipe calls for an attack roll to be made. Recipes always use the Recipe Save DC and Recipe Attack Modifier of the chef that created them, even if the meal is consumed by another creature, and any damage caused by a recipe is considered magical. Additionally, when a recipe refers to *the chef*, it refers to the person who created the recipe.

**Recipe Save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Recipe Attack Modifier** = your proficiency bonus + your Wisdom modifier

## CULINARY ARTS

Also at 1st level, you are able to use your Cook's Utensils to their fullest potential. Your proficiency bonus is doubled for any ability check you make that uses your Cook's Utensils. In addition, you can make use of your Cook's Utensils during combat. Among other items, your Cook's Utensils contain a Pan, a Ladle and 10 chef's knives of various shapes and sizes. You can equip these items as though they were weapons. They have the following statistics when wielded by a Chef:

## CHEF WEAPONS

Name	Damage	Properties
Pan	1d8 bludgeoning	two-handed, special
Chef's Knife	1d4 slashing	finesse, light, thrown (30/90), special
Ladle	1d4 bludgeoning	ammunition (30/120), special

**Pan:** Wielding a pan increases your armor class by 2.

**Chef's Knife:** When you engage in two weapon fighting using a pair of chef's knives, you add your ability modifier to the damage of the second attack.

**Ladle:** While wielding a ladle, you can feed a creature a recipe from up to 30 feet away. The creature you feed must use its reaction to catch and consume the recipe.

## DEXTROUS DIGITS

At 2nd level, you can draw or stow up to two items from your Cook's Utensils or Chef's Pouch when you would normally be able to draw or stow only one.

## GOUPMET SENSES

Also at 2nd level, your heightened senses brought on by your culinary training grant you advantage on Wisdom and Intelligence checks that rely on smell and taste.

## CHEF SPECIALTY

When you reach 3rd level, you choose a specialty which shapes the nature of your culinary focus. Choose from Entremetier, Rotisseur and Patissier, all detailed at the end of the class description. Your choice grants you features at 3rd level, and again at 7th, 13th and 18th level. Those features include your Special Recipes.

## SPECIAL RECIPES

Each specialty has four special recipes associated with it. You learn these recipes at the level specified in the specialty description, in addition to the normal recipe you learn at that level. Once you gain access to a Special Recipe, you can create it during a long rest, but only one for each special recipe you know. These special recipes don't count against the number of recipes you can prepare during a long rest.

## ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

## EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

## FLAWLESS COOKERY

Beginning at 9th level, your Chef Weapons count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage. In addition, you no longer require a cookbook to create recipes, instead committing your recipes to memory.



## FAST FOOD

At 10th level, you can create additional recipes during a long rest equal to half your Wisdom Modifier (rounded down, minimum 1). These recipes must be consumed within 10 minutes of completing the long rest or they expire.

## SAVOUR THE TASTE

At 14th level, you have learned to extend the benefits of your recipes by digesting them at a slower rate. You can choose to spend 1 minute consuming one of your recipes, instead of its normal eating time. At the end of the minute, you gain the benefits of the recipe for an extended period of time. If the recipe would normally expire after 1 minute or less, it instead lasts for 10 minutes. Otherwise, the duration of the recipe is tripled.

## IRON STOMACH

By 15th level, your gourmet diet wards your organs from harm. You gain proficiency in constitution saving throws and become immune to poison and disease.

## MASTER CHEF

At 20th level, your mastery of the culinary arts allows you to whip up recipes with blinding speed. Once per day when you take a short rest, you can create a number of recipes equal to your Wisdom Modifier. You cannot create new recipes this way, instead replacing recipes that have been consumed since you last finished a long rest.

## CHEF SPECIALTIES

Every chef shares a love of food, but each is separated by what kind of food they seek to perfect. There comes a time in every Chef's life when they must choose a specialty, and build upon the foundation left behind by others who have shared their pursuits.

## ENTREMETIER

Chefs who specialise in Entrees are name Entremetiers. These chefs see beauty in the beginning of things. Much like their signature dishes, they take the initiative and prepare for whatever comes next.

### SPECIAL RECIPES: ENTREES

Entree Recipes are not consumed using a bonus action. Instead, any creature holding an entree in their hand when Initiative is rolled can consume it to gain its benefits. If they do so, they cannot take a bonus action during the first Initiative round.

Chef Level	Recipes
3rd	Prosciutto Bruschetta
7th	Antipasto Mix
13th	Juicy Dumpling
18th	Spicy Bocconcini

## FIRST IN LINE

When you choose this specialty at 3rd level, you gain an instinctual talent for taking the lead. Whenever you would make an initiative check, you can substitute half your dexterity score (rounded down) in place of the total.

## SALT IN THE WOUND

At 7th level, you've learned how to lace your chef's knives with a healthy serving of stinging salts. Your chef's knives deal an extra 1d4 acid damage on a hit, and if they hit a creature that is concentrating, the creature has disadvantage on the saving throw it makes to maintain concentration.

## SET THE TABLE

At 13th level, you've mastered the art of preparation. If you take the Ready or Help action on your turn, you can use a bonus action to Dodge, Dash, Disengage, Search or Use an Object.

## BEFORE ALL

At 18th level, you can substitute your full dexterity score in place of the total when you use your First in Line feature.

## ROTISSEUR

The Rotisseur excels at cooking large and nourishing meals. These chefs strive to bake as much magical potency into their food as possible, letting nothing go to waste.

### SPECIAL RECIPES: MAIN COURSES

Main Course Recipes are much larger, and thus require an action to consume, instead of a bonus action.

Chef Level	Recipes
3rd	Chicken Breast
7th	Rump Steak
13th	Roast Pork
18th	Salmon Fillet



## HEARTY MEALS

Starting at 3rd level when you choose this specialty, you include protein-rich ingredients in all of your recipes to make them extra filling. Whenever a creature consumes a recipe you have created, it gains temporary hit points equal to your wisdom modifier, in addition to the recipe's benefits.

## PAN MASTERY

At 7th level, you've accustomed yourself to the unique shape and form of the pan, allowing you to strike with increased brutality. Any attack roll you make with a pan is a critical hit on a roll of 19 or 20. Additionally, when you score a critical hit with a pan, the target must make a constitution saving throw against your recipe save DC or be stunned until the end of its next turn.

## COMBAT COOK

at 13th level, you're always on the offensive, even while devouring food. When you use your action to consume a main course or feed it to a willing creature, you can make one weapon attack as a bonus action.

## SUPERIOR HEARTY MEALS

at 18th level, whenever a creature gains temporary hit points from your Hearty Meals feature, they also regain an equal amount of hit points.

## PATISSIER

Chefs who favor desserts are called Patissiers. These eccentric individuals often have a reactionary mind, making decisions based on the situation at hand. Patissiers have an answer for everything, complimenting each action with a sweet finish.

## SPECIAL RECIPES: DESSERTS

Meals created from a Dessert Recipe are not consumed as a bonus action. Instead, they are consumed as a reaction to certain events occurring.

### Chef Level    Recipes

3rd	Strawberry Vanilla Cupcake
7th	Lemon Tart
13th	Passionfruit Cheesecake
18th	Creme Brulee

## SWEET SMELL

When you choose this specialty at 3rd level, your constant experimentation with sweet flavors has left you with an overpowering scent. Your odor permeates in a 5-foot radius around you. Hostile creatures have disadvantage on opportunity attack rolls while inside the odor.

## CAKE MUNITIONS

At 7th level, Your surplus ingredients can be made into projectiles. You can hurl special ammunition with your ladle. These special types of ammunition do not deal damage to the target on a hit, instead applying an effect as described below:

**Sugar Syrup:** the target is restrained until the end of its next turn. A creature can use its action to make a strength check against your recipe save DC, freeing the restrained creature on a success.

**Flour Bomb:** Until the end of its next turn, attack rolls against the target have advantage, and the target loses any benefits from being invisible.

**Rotten Egg:** the target is poisoned until the end of its next turn.

## SUGAR RUSH

At 13th level, any creature that consumes one of your desserts is blessed with a rush of energy. In addition to the dessert's benefits, the creature also gains an additional action on their next turn. This action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

## SWEET MIASMA

At 18th level, the radius of your Sweet Smell odor increases to 10 feet.



# RECIPES LIST

## BLACK PEPPER JERKY

- **Eating Time:** 1 bonus action
- **Duration:** 1 hour

This lean, dry strip of meat is complimented by a light seasoning of pungent peppercorn. Once consumed, you gain the ability to transpose for the duration. As an action, you choose a creature within 15 feet and transpose with them. If the creature is willing, you both teleport, swapping places. The creature you choose must be the chef or another creature under the effects of a Black Pepper Jerky recipe created by the chef.

**5th Level:** The range you can transpose increases to 30 feet.

**11th Level:** The range you can transpose increases to 45 feet.

**17th Level:** The range you can transpose increases to 60 feet.

## BLAZING BRAISED GIZZARD

- **Eating Time:** 1 bonus action
- **Duration:** 1 minute

This tender poultry is braised in stock, oyster sauce and a few pinches of chilli powder. Once consumed, you perspire at a rapid rate for the duration. Whenever you move, the space you previously occupied is covered in a pool of sweat. The pool has the same size as you, and persists for the duration of the recipe. Any creature that enters a pool of sweat must make a dexterity saving throw. On a failed save, the creature falls prone. On a success, they can freely move through any of your sweat pools until the start of their next turn. The recipe ends early if you drink at least 1 pint of water or milk. If the recipe persists for its full duration, you gain one level of exhaustion as a result of dehydration.

**5th Level:** Pools of sweat created by this recipe count as difficult terrain.

**11th Level:** You no longer become exhausted as a result of the recipe lasting its full duration.

**17th Level:** For the duration, you cannot be grappled or restrained by non-magical means, and your movement is unaffected by difficult terrain.

## BROILED SCORPION-ON-A-STICK

- **Eating Time:** 1 bonus action
- **Duration:** 1 hour

This crusty arachnid is skewered and sprinkled with sweet and nutty flavours to intensify the bug's fatty inside. Once consumed, you gain a bonus to all dexterity checks you make for the duration. The bonus is equal to the chef's wisdom modifier.

**5th Level:** You gain a climb speed equal to your walking speed for the duration.

**11th Level:** Until the recipe ends, you do not take damage from falling unless you fall further than  $10 \times$  the chef's wisdom modifier in feet.

**17th Level:** You add the chef's wisdom modifier to any dexterity saving throws you make for the duration.

## BULL'S EYE SOUP

- **Eating Time:** 1 bonus action
- **Duration:** 1 round

This savoury bowl includes a bull's eye ball chopped, battered and placed in a salty broth. Once consumed, you can add the chef's wisdom modifier to the next attack roll you make before the end of your next turn.

**5th Level:** The attack bonus increases to  $1 +$  the chef's wisdom modifier.

**11th Level:** The attack bonus increases to  $2 +$  the chef's wisdom modifier.

**17th Level:** The attack bonus increases to  $3 +$  the chef's wisdom modifier.

## CREAMY MILK RISOTTO

- **Eating Time:** 1 bonus action
- **Duration:** 1 minute

This deliciously smooth recipe is full of fresh herbs and served in a leaf of lettuce. Once consumed, for the duration, you gain a bonus to all constitution saving throws you make to maintain concentration. The bonus equals the chef's wisdom modifier.

**5th Level:** the duration of the recipe increases to 10 minutes.

**11th Level:** the duration of the recipe increases to 1 hour.

**17th Level:** the duration of the recipe increases to 8 hours.

## CROQUE MADAME

- **Eating Time:** 1 bonus action
- **Duration:** 8 hours

This sandwich is the perfect breakfast treat, combining several morning flavors in one dish. Once consumed, you gain a bonus to AC equal to the chef's wisdom modifier for the duration. This bonus cannot increase your AC above 16.

**5th Level:** The maximum AC obtainable from the bonus increases to 17.

**11th Level:** The maximum AC obtainable from the bonus increases to 18.

**17th Level:** The maximum AC obtainable from the bonus increases to 19.

## DEVILLED SAUSAGE

- **Eating Time:** 1 bonus action
- **Duration:** Instantaneous

This recipe consists of a delicately fried sausage chopped up and drizzled in garlic, onion and sliced apple. Upon consuming this recipe, you can immediately attempt to absorb its magic and regain an expended spell slot. To do so, you must succeed on Constitution Check ( $DC = 10 +$  the level of the spell slot). The spell slot you wish to regain can be no higher than first level, unless it is a spell slot gained through the Pact Magic Feature.

**5th Level:** The spell slot you attempt to regain can be up to second level.

**11th Level:** The spell slot you attempt to regain can be up to third level.

**17th Level:** The spell slot you attempt to regain can be up to fourth level.

## **FIREBALL TRUFFLE**

- **Eating Time:** 1 bonus action
- **Duration:** 1 minute

This spicy ball of chocolate contains cayenne pepper and a sprinkle of popping candy. Once consumed, your body begins to radiate intense heat in a 5-foot radius around you. For the duration, any creature that ends its turn within the area must make a constitution saving throw, taking  $1d4 + \text{the chef's wisdom modifier}$  fire damage on a failed save, or half as much on a successful one.

**5th Level:** the damage increase to  $2d4 + \text{the chef's wisdom modifier}$ .

**11th Level:** the damage increase to  $3d4 + \text{the chef's wisdom modifier}$ .

**17th Level:** the damage increase to  $4d4 + \text{the chef's wisdom modifier}$ .

## **GARDEN CURRY**

- **Eating Time:** 1 bonus action
- **Duration:** 8 hours

This fresh and mild curry contains a variety of healthy fruits and vegetables. Once consumed, you gain a telepathic link with the chef and any other creature under the effects of a garden curry recipe created by the chef. For the duration, you can communicate telepathically with any of these creatures, provided they are within 30 feet of you.

**5th Level:** The link's range extends to 60 feet.

**11th Level:** The link's range extends to 90 feet.

**17th Level:** The link's range extends to 120 feet.

## **HERB-GRILLED SLIDER**

- **Eating Time:** 1 bonus action
- **Duration:** 1 hour

This snack-sized burger is filled with beef mince grilled in parsley, sage, rosemary and thyme. Once consumed, you gain a bonus to all constitution checks you make for the duration. The bonus is equal to the chef's wisdom modifier.

**5th Level:** Your hit point maximum cannot be reduced for the duration. Any pre-existing reduction is suppressed until the recipe ends.

**11th Level:** You are immune to exhaustion for the duration. If your exhaustion level is greater than 0 when you consume this recipe, it is reduced to 0 until the recipe ends.

**17th Level:** You add the chef's wisdom modifier to any constitution saving throws you make for the duration.

- **Eating Time:** 1 bonus action

- **Duration:** 1 round

This recipe appears as a regular mud cake, but it is subtly laced with syrup of ipecac. Once consumed, the contents of your stomach begin to boil and rise. Until the end of your next turn, you can use your action to launch projectile vomit towards a creature within 30 feet of you and end the recipe. Make a ranged recipe attack against the target. On a hit, the target takes  $1d6$  bludgeoning damage. Hit or miss, the vomit then splatters in a 5-foot radius around the target. The target and each creature within this radius must succeed on a Dexterity saving throw or take  $1d6 + \text{the chef's wisdom modifier}$  acid damage. If you fail to perform this action before the duration of the recipe ends, you must take this action on your next turn, targeting yourself. If this occurs, you automatically hit with the attack roll and automatically fail the saving throw.

**5th Level:** The acid damage increases to  $2d6 + \text{the chef's wisdom modifier}$ .

**11th Level:** The acid damage increases to  $3d6 + \text{the chef's wisdom modifier}$ .

**17th Level:** The acid damage increases to  $4d6 + \text{the chef's wisdom modifier}$ .

## **LASAGNE AL FORNO**

- **Eating Time:** 1 bonus action
- **Duration:** 1 hour

This small slice of lasagne is filled with ricotta, chopped onion and ground beef. Once consumed, you gain a bonus to all wisdom checks you make for the duration. The bonus is equal to the chef's wisdom modifier. If the chef's wisdom modifier already applies to the check, double it instead.

**5th Level:** You gain darkvision out to a range of 60 feet for the duration.

**11th Level:** Until the recipe ends, you can take the search action as a bonus action on each of your turns.

**17th Level:** You add the chef's wisdom modifier to any wisdom saving throws you make for the duration. If the chef's wisdom modifier already applies to the saving throw, double it instead.

## **MEMORY LANE PASTRY**

- **Eating Time:** 1 bonus action
- **Duration:** 1 hour

This pastry is made with lemon pie crust, whipped cream and forest berries. Once consumed, you gain a bonus to all intelligence checks you make for the duration. The bonus is equal to the chef's wisdom modifier.

**5th Level:** For the duration, you can use your action to discern the weakness of a creature you can see. Choose one condition or damage type. If the target has resistance, immunity or vulnerability to the chosen condition or damage type, the DM shares this information with you.

**11th Level:** You gain proficiency in one skill or tool of your choice for the duration. Alternatively, you can learn to speak, read and write one language of your choice until the recipe ends.

**17th Level:** You add the chef's wisdom modifier to any intelligence saving throws you make for the duration.

## **IPECAKE**

## OAK-SMOOKED SCHNITZEL

- **Eating Time:** 1 bonus action
- **Duration:** Instantaneous

This delicate cut of veal is crumbed and smoked inside an oaken log. Once consumed, you can immediately expend hit dice to regain hit points, as if you had just finished a short rest.

**5th Level:** You can add the chef's wisdom modifier to the total amount of hit points regained using this recipe.

**11th Level:** If the chef is willing, you can use their hit dice to regain hit points as well as your own.

**17th Level:** Instead of adding it to the total, you can substitute the chef's wisdom modifier in place of your constitution modifier when expending hit dice with this recipe.

## ORANGE CAKE

- **Eating Time:** 1 bonus action
- **Duration:** Instantaneous

This cake is mixed with orange zest and coated in orange juice icing. Once consumed, you regain a number of hit points equal to  $1d6 + \text{the chef's wisdom modifier}$ .

**5th Level:** the healing increases to  $2d6 + \text{the chef's wisdom modifier}$ .

**11th Level:** the healing increases to  $3d6 + \text{the chef's wisdom modifier}$ .

**17th Level:** the healing increases to  $4d6 + \text{the chef's wisdom modifier}$ .

## PAN-FRIED SKEWER

- **Eating Time:** 1 bonus action
- **Duration:** 1 minute

This skewer is layered with a variety of meats and vegetables then fried until soft and crunchy. Once consumed, you become invigorated by a momentary boost of power. whenever you make a damage roll during the recipe's duration, you can choose to deal bonus damage equal to the chef's wisdom modifier and end the recipe. the bonus damage is the same type as the damage roll.

**5th Level:** the bonus damage increases to  $1d4 + \text{the chef's wisdom modifier}$ .

**11th Level:** the bonus damage increases to  $2d4 + \text{the chef's wisdom modifier}$ .

**17th Level:** the bonus damage increases to  $3d4 + \text{the chef's wisdom modifier}$ .

## RED VELVET CUPCAKE

- **Eating Time:** 1 bonus action
- **Duration:** Instantaneous

This sweet and sticky treat is made with copious amounts of sugar and natural cocoa. Once consumed, you may immediately re-roll the saving throw against one effect that is causing you to be charmed or frightened, adding the chef's wisdom modifier to the total.

**5th Level:** the range of conditions this recipe can counteract now includes poisoned.

**11th Level:** the range of conditions this recipe can counteract now includes stunned.

**17th Level:** the range of conditions this recipe can counteract now includes blinded and deafened.

## SALMON TERIYAKI

- **Eating Time:** 1 bonus action
- **Duration:** 1 minute

This tasty fish is deboned and marinated in a sauce made from garlic, ginger, soy, maple and mirin. Once consumed, your speed increases by 10 feet for the duration.

**5th Level:** your speed increases by an additional 5 feet (15).

**11th Level:** your speed increases by an additional 5 feet (20).

**17th Level:** your speed increases by an additional 5 feet (25).

## SEASONED SEA CRAB

- **Eating Time:** 1 bonus action
- **Duration:** 1 hour

This crunchy crustacean is seasoned with ginger, coriander and crushed garlic. Once consumed, you gain a bonus to all charisma checks you make for the duration. The bonus is equal to the chef's wisdom modifier.

**5th Level:** you come under the effects of a *disguise self* spell for the duration.

**11th Level:** you come under the effects of a *tongues* spell for the duration.

**17th Level:** You add the chef's wisdom modifier to any charisma saving throws you make for the duration.

## SODIUM ROCK LOBSTER

- **Eating Time:** 1 bonus action
- **Duration:** 1 round

This recipe consists of a lobster tail stuffed with several sodium rocks. Once consumed, you stomach begins to fill with gas. Until the end of your next turn, you can use your action to propel a violent belch in 15-foot cone originating from you and end the recipe. Each creature inside the cone must succeed on a constitution saving throw or take  $1d8 + \text{the chef's wisdom modifier}$  poison damage. If you fail to perform this action before the duration of the recipe ends, you must take this action on your next turn, expelling the belch in a random direction determined by the DM.

**5th Level:** The poison damage increases to  $2d8 + \text{the chef's wisdom modifier}$ .

**11th Level:** The poison damage increases to  $3d8 + \text{the chef's wisdom modifier}$ .

**17th Level:** The poison damage increases to  $4d8 + \text{the chef's wisdom modifier}$ .

## THICK 'N' JUICY STEAK

- **Eating Time:** 1 bonus action
- **Duration:** 1 hour

This small slice of steak is grilled in rosemary and red peppercorn. Once consumed, you gain a bonus to all strength checks you make for the duration. The bonus is equal to the chef's wisdom modifier.

**5th Level:** until the recipe ends, You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

**11th Level:** your jump distance is doubled for the duration. In addition, every 2 feet you jump only costs you 1 foot of movement.

**17th Level:** You add the chef's wisdom modifier to any strength saving throws you make for the duration.

## VEGGIE MEDLEY STEW

- **Eating Time:** 1 bonus action
- **Duration:** 1 minute

This savoury stew appears as a striking rainbow of assorted vegetables. Once consumed, you gain resistance to one damage type of your choice for the duration.

**5th Level:** you gain resistance to two damage types of your choice for the duration.

**11th Level:** you gain resistance to three damage types of your choice for the duration.

**17th Level:** You can choose to gain immunity to one damage type, instead of gaining any resistances.

# SPECIAL RECIPES LIST

## ANTIPASTO MIX

- **Eating Time:** Initiative
- **Duration:** Instantaneous

This simple entree is made up of olives, artichokes and sun-dried tomatoes. Once consumed, you teleport up to 15 feet to an unoccupied space that you can see.

**11th Level:** The distance you can teleport increases to 30 feet.

**17th Level:** you do not need to see the location you teleport to, but you must be able to visualize or describe the location by stating direction and distance.

## CHICKEN BREAST

- **Eating Time:** 1 action
- **Duration:** 1 minute

This large, juicy main course is the staple of poultry-based cuisine. Once consumed, you may take the Dash action as a bonus action on each of your turns for the duration.

**5th Level:** you gain a flying speed equal to your walking speed for the duration.

**11th Level:** Until the recipe ends, You are able to hover while flying as a result of this recipe.

**17th Level:** Until the recipe ends, you do not provoke opportunity attacks when you fly out of an enemy's reach.

## CREME BRULEE

- **Eating Time:** 1 reaction
- **Duration:** Instantaneous

This decadent dessert is made with cream and vanilla beans. You consume this recipe as a reaction when you are about to make a damage roll. Any dice that roll their minimum number are instead treated as though they rolled their maximum number.

## JUICY DUMPLING

- **Eating Time:** Initiative
- **Duration:** Instantaneous

This traditional entree is made using flour, stock and the chef's choice of meat. Once consumed, you gain momentary insight into a enemy's plans. Choose a hostile creature that you can see. The DM shares information with you regarding the creature's tactical motivations, and what the creature plans to do on its next turn.

**17th Level:** You can choose up to two hostile creatures that you can see when you consume this recipe.

## LEMON TART

- **Eating Time:** 1 reaction
- **Duration:** 1 minute

This sweet and tangy dessert is dusted with sugar and served with zested lemon rind. You consume this recipe as a reaction to a creature dealing damage to you. The next time you hit the triggering creature with a weapon attack before the recipe ends, you score a critical hit.

**11th Level:** you can roll an additional weapon die when you score a critical hit as a result of this recipe.

**17th Level:** you can roll two additional weapon dice when you score a critical hit as a result of this recipe.

## PASSIONFRUIT CHEESECAKE

- **Eating Time:** 1 reaction
- **Duration:** 1 minute

This mouth-watering dessert contains passionfruit pulp, biscuit crumbs and lightly whipped cream. You consume this recipe as a reaction to dropping to 0 hit points or less. Choose a creature within 60 feet of you. For the duration of the recipe, each time you fail a death saving throw, the chosen creature must make a wisdom saving throw. The creature takes  $4d8 + \text{chef's wisdom modifier}$  psychic damage on a failed save, or half as much on a successful one. The creature has disadvantage on the saving throw if it was the creature that caused you to drop to 0 hit points or less.

**17th Level:** the psychic damage increases to  $6d8 + \text{chef's wisdom modifier}$ .

## PRUSCIUTTO BRUSCHETTA

- **Eating Time:** Initiative
- **Duration:** Instantaneous

This entree includes prusciutto and melted mozeralla on diagonially cut sour dough bread. When you consume this recipe, roll a d20 and add the chef's wisdom modifier as a bonus to the roll. You may replace the initiative roll of any creature you can see with this roll.

**5th Level:** You may subtract the chef's wisdom modifier from the roll instead of adding it.

**11th Level:** You may roll two d20s and take the highest.

**17th Level:** You may roll two d20s and take the lowest.

## ROAST PORK

- **Eating Time:** 1 action
- **Duration:** 1 hour

This succulent main course is coated in oil and salt to create a crackling exterior. When you consume this recipe, you may choose to convert a number of hit points in to temporary hit points, which last for the duration. The number of hit points you convert must be no higher than one quarter of your hit point maximum (rounded down). Once consumed, your skin is overlayed with tough pork crackling. If a creature hits you with a melee attack while you have the temporary hit points granted by this recipe, the crackling explodes into deadly shards, dealing slashing damage to the creature equal to the amount of temporary hit points you have remaining after the attack's damage is resolved.

**17th Level:** The number of hit points you can convert can be up to half your hit point maximum (rounded down).

## RUMP STEAK

- **Eating Time:** 1 action
- **Duration:** 1 minute

This nutritional main course provides a healthy fount of protein and fat. Once consumed, your strength score becomes 22 for the duration.

**11th Level:** your strength score becomes 24 for the duration.

**17th Level:** your strength score becomes 26 for the duration.

## SALMON FILLET

- **Eating Time:** 1 action
- **Duration:** 8 hours

This tender main course has endless health benefits, and can be served in a variety of spices and marinades. Once consumed, for the duration, you gain a swim speed equal to your walking speed and can breathe underwater. In addition, a scaly, spectral third arm extends out of your body, which persists for the duration of the recipe. The arm is ethereal in nature and can move to and extend itself from any part of your body. The third arm takes the same basic shape as your other arms, and can grasp, wield and otherwise interact with physical objects as a normal arm would. If the spectral arm is carrying a one-handed melee weapon, you can make one weapon attack with it as a bonus action.

## SPICY BOCCONCINI

- **Eating Time:** Initiative
- **Duration:** Instantaneous

This appetising entree is created by rolling bocconcini balls in oil, cayenne pepper, cumin and bread crumbs. When you consume this recipe, you may immediately perform one bonus action.

## STRAWBERRY VANILLA CUPCAKE

- **Eating Time:** 1 reaction
- **Duration:** Instantaneous

This sugary dessert is shaped to resemble an edible pink rose. You consume this recipe as a reaction to being subjected to an effect that allows you to make a dexterity saving throw to take only half damage. You instead take no damage if you succeed on the saving throw, and only half damage if you fail.

**5th Level:** The recipe also applies to effects that allow you to make a constitution saving throw to take only half damage.

**11th Level:** The recipe also applies to effects that allow you to make a wisdom saving throw to take only half damage.

**17th Level:** The recipe applies to any effect that allows you to make a saving throw to take only half damage.

## MULTICLASSING

When you multiclass into a chef, you require the following prerequisites, and gain the following proficiencies.

### MULTICLASSING PREREQUISITES

Wisdom 13

### MULTICLASSING PROFICIENCIES

cook's utensils

## CREDITS

### ART IN ORDER OF APPEARANCE

- Ignis by lanimalu
- Voltron – Hunk by Bisho-s
- Rapunzel by Katie Huon
- warrior chef by justinwongart

### SPECIAL THANKS

- u/dasparkster and u/Bladre for their exceptionally useful feedback.
- u/Tradyk for his culinary insights.

This class was made on The Homebrewery.

<http://homebrewery.naturalcrit.com/>

# VARIANT RULES: INGREDIENTS

For simplicity's sake, it is assumed that a chef's pouch contains all the ingredients necessary to create recipes. The chef never needs to restock his pouch, as it contains a never-ending supply of ingredients. However, if you wish to take a more realistic approach to ingredients, the following set of rules will guide you on how to do so. You can use all of these rules together, or pick and choose which ones you like. Each variant rule adds a new layer of realism, but also adds greater complexity to the class.

## CHEF'S POUCH INVESTMENTS

Whenever you are in a location where you can purchase ingredients, such as a marketplace or bazaar, you may spend money investing in your chef's pouch. Your chef's pouch operates as a bank which you can store money in. When you invest in your chef's pouch, you transfer an amount of money from your inventory into your chef's pouch.

Each recipe has a cost associated with it, which is the combined cost of the recipe's ingredients. Each time you create a recipe, the amount of money invested in your chef's pouch is depleted based on the recipe's cost. You cannot create a recipe unless you have enough money in your chef's pouch to pay its cost.

## GATHERING INGREDIENTS

If you are unable to purchase ingredients, you can instead search for them. To do so, you must be in a location that has a good supply of edible plants and game, or a location where you are able to loot fresh foodstuffs. During a long rest, you may make one or more Wisdom (Survival) checks if foraging, or Wisdom (Perception) checks if looting. The total for each check is added to your chef's pouch as copper pieces. The amount of copper you receive is doubled at 5th level, tripled at 11th level and quadrupled at 17th level.

Gathering ingredients burns through time that could be spent cooking. Each time you gather ingredients during a long rest, the amount of recipes you can create during the long rest is reduced by one.

## PERISHABLE INGREDIENTS

Some of your recipes require perishable ingredients, which degrade over time. Your chef's pouch has two banks, one for perishable goods and one for non-perishable goods. When you invest in your chef's pouch or gather ingredients, you split the money as you choose. Your bank of perishable ingredients is reduced by 5 copper pieces at dawn each day. If you have some way of keeping your perishable ingredients perpetually cold, reduce the bank by 2 copper pieces instead. A portion of each recipe's cost is taken out of your bank of perishable ingredients, while the remainder is taken from your non-perishable bank.

Perishable ingredients include: *Dairy, Egg, Bread, Fruit, Vegetable, Meat Scraps, Meat, Quality Meat, Seafood*.

## SPECIFIC INGREDIENTS

If you choose to use this rule, you must provide the specific ingredients when creating a recipe. Instead of tracking your supply of ingredients with the chef's pouch, you track each individual ingredient separately in numerical units, which are expended when you create recipes. Perishable ingredients expire one week after you first acquire them (two weeks if kept cool), after which they are unable to be used to create recipes.

When you gather ingredients, instead of adding copper to your chef's pouch, you roll on the table below and choose which ingredients you find based on your roll. The amount of ingredients you find is doubled at 5th level, tripled at 11th level, and quadrupled at 17th level. When foraging, you cannot choose *Dairy, Bread, Oil, Pasta, Stock, Juice, Sodium, Sauce, Candy* or *Ipecac*. Instead, these ingredients can be obtained by looting, or by expending other ingredients as shown in the table below.

## INGREDIENTS BY COST

Average Cost	Ingredients
1 cp	Salt, Pepper, Herb, Spice, Sugar, Meat Scraps, Egg, Fruit, Flour, Vegetable, Rice
2 cp	Stock, Juice, Sodium, Pasta, Oil, Dairy, Bread
5 cp	Sauce, Candy, Cocoa, Vanilla
10 cp	Meat, Ipecac
15 cp	Quality Meat
20 cp	Seafood

## GATHERING INGREDIENTS TABLE

Roll	Ingredients Found
1-5	2
6-10	3
11-15	4
16-20	5
21-25	6
26-30	7

## INGREDIENTS CONVERSION TABLE

Ingredient	Cost
Bread	Flour x 2
Oil	Vegetable x 2
Pasta	Flour x 3
Stock	Meat x 1 or Meat Scrap x 3
Juice	Any 2 units of fruit and vegetable
Sodium	Salt x 3
Sauce	Any 3 units of fruit and vegetable
Candy	Sugar x 5
Ipecac	Sugar x 10, Any 3 units of expired ingredients

## RECIPES

Name	Cost	Ingredients
Antipasto Mix	3 cp (perishable 2)	Fruit, Vegetable, Herb
Black Pepper Jerky	2 cp (perishable 1)	Meat Scraps, Pepper
Blazing Braised Gizzard	14 cp (perishable 1)	Meat Scraps, Spice, Oil, Stock, Sauce
Broiled Scorpion-on-a-Stick	3 cp (perishable 2)	Meat Scraps, Sugar, Fruit
Bull's Eye Soup	10 cp (perishable 1)	Meat Scraps, Salt, Stock, Flour, Oil
Chicken Breast	15 cp (perishable 15)	Quality Meat
Creamy Milk Risotto	11 cp (perishable 3)	Dairy, Vegetable, Rice, Stock, Oil
Creme Brulee	15 cp (perishable 1)	Cocoa, Vanilla, Sugar x 4, Egg
Croque Madame	21 cp (perishable 15)	Egg, Bread, Sauce, Meat, Dairy, Salt
Devilled Sausage	13 cp (perishable 12)	Meat, Vegetable, Fruit, Herb
Fireball Truffle	17 cp (perishable 5)	Cocoa, Dairy x 2, Sugar, Egg, Spice, Candy
Garden Curry	6 cp (perishable 4)	Vegetable x 2, Fruit x 2, Spice x 2
Herb-Grilled Slider	16 cp (perishable 12)	Meat, Bread, Herb x 4
Ipecake	15 cp (perishable 3)	Ipecac, Egg, Dairy, Sugar, Flour
Lasagne Al Forno	22 cp (perishable 12)	Pasta, Meat, Sauce, Herb x 3, Dairy
Lemon Tart	11 cp (perishable 4)	Fruit, Dairy, Egg, Flour, Sugar, Juice
Memory Lane Pastry	8 cp (perishable 6)	Fruit x 3, Dairy, Egg, Flour, Sugar
Oak-Smoked Schnitzel	18 cp (perishable 18)	Quality Meat, Bread, Egg
Orange Cake	11 cp (perishable 4)	Fruit, Dairy, Egg, Flour, Sugar, Juice
Pan-Fried Skewer	12 cp (perishable 12)	Vegetable x 2, Meat
Passionfruit Cheesecake	8 cp (perishable 6)	Fruit, Dairy x 2, Egg, Flour, Sugar
Prosciutto Bruschetta	18 cp (perishable 18)	Quality Meat, Bread, Dairy
Red Velvet Cupcake	14 cp (perishable 3)	Cocoa, Sugar x 5, Egg, Dairy, Flour
Roast Pork	18 cp (perishable 15)	Quality Meat, Salt, Oil
Rump Steak	15 cp (perishable 15)	Quality Meat
Salmon Fillet	20 cp (perishable 20)	Seafood
Salmon Teriyaki	27 cp (perishable 20)	Seafood, Rice, Herb x 3, Spice x 3
Seasoned Sea Crab	22 cp (perishable 20)	Seafood, Herb, Spice
Sodium Rock Lobster	26 cp (perishable 20)	Seafood, Sodium x 3
Spicy Bocconcini	9 cp (perishable 6)	Spice, Dairy x 3, Oil
Strawberry Vanilla Cupcake	11 cp (perishable 4)	Fruit, Vanilla, Dairy, Egg, Flour, Sugar
Thick 'n' Juicy Steak	15 cp (perishable 15)	Quality Meat
Veggie Medley Stew	7 cp (perishable 5)	Vegetable x 5, Stock

## SPECIALTY FEATURES

### SALT IN THE WOUND

As an action, you expend one unit of salt and apply the benefits of this feature to one of your chef's knives. This feature is applied to the knife until you have successfully hit with the knife 10 times, after which you must use your action and expend another unit of salt for the knife to continue benefitting from this feature.

### HEARTY MEALS

In order to gain the benefits of this feature, a recipe must include one additional unit of meat scraps, in addition to its other ingredients.

### CAKE MUNITIONS

You must expend one unit of sugar every time you make an attack with *Sugar Syrup*. You must expend one unit of flour every time you make and attack with *Flower Bomb*. You must expend one unit of expired egg each time you make an attack with *Rotten Egg*.

# VERSION 1.1 CHANGES

## DOCUMENT

### WORD AND FORMAT CORRECTIONS

Fixed a few grammatical errors and out of place sentences.

### PAGE NUMBERS

Page numbers have been added to the document.

### VARIANT RULES

Added a variant rules section for added realism and complexity.

## CORE CLASS

### SAVOUR THE TASTE

Previously doubled duration of all recipes, except 1 round recipes which were extended to 1 minute. Changed to give a bigger benefit to low duration recipes (1 round, 1 minute), which now last for 10 minutes.

### RECIPES: RECIPE ABILITY

Specifies that damage from recipes counts as magical damage.

### RECIPES: CHEF'S POUCH

Specifies that you need the chef's pouch to create recipes.

## SPECIALTIES

### NAMES

Each specialty is now correctly named.

### SPECIAL RECIPES

Now count against the number of recipes you can create. Previously did not.

### FIRST IN LINE

Substitutes Dexterity in place of the total score. Previously substituted dexterity in place of the D20 roll.

### 18TH LEVEL FEATURES

Now have their own feature blocks, instead of being attached to the 3rd level features.

## RECIPES

### RED VELVET CUPCAKE

Changed inaccuracy about beetroot.

### CARAMEL FLAN

Is now named Passionfruit Cheesecake. Caramel Flan was too similar to Creme Brulee.

### BLAZING BRAISED GIZZARD

New 17th level benefit: a weak version of freedom of movement. Previously imposed disadvantage on all attack rolls against you.

### DEVILLED SAUSAGE

Spell slots gained from the Pact Magic feature ignore the level cap. Did not take Warlocks into account in the previous version.

### OAK-SMOKE SCHNITZEL

New 17th level benefit: substitute the chef's wisdom modifier in place of the constitution modifier when expending hit dice. Previously added the chef's wisdom modifier to every hit dice, in addition to the character's constitution.

### SALMON FILLET

The third arm can now make a bonus action attack. Previously considered too weak for a 17th level, 1/day benefit.

### CREME BRULEE

Buffed to make it more widely applicable. Now changes damage dice that roll their minimum number to their maximum number. Previously applied only to damage rolls that dealt minimum damage, and increased the roll to maximum damage.

### VEGGIE MEDLEY STEW

New 17th level benefit: gain immunity to one damage type, instead of resistances. Previously gave resistance to all damage.