

# GOURMET

Permanently increase your maximum Mind Points by 5.

You may start **Projects** to create unique foods and drinks; they are always **consumable** and their **area** is based on the number and type of creatures you need to nourish.

## COOKING

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When you **rest** inside a settlement, you gain **SL** **ingredients**.  
You may use an action and combine **2 or 3 ingredients** to prepare a **delicacy** and choose one option:

- you apply its effects to yourself or an ally you can see.
- you perform a **free attack** with a weapon you have equipped. This attack deals no damage, but you apply the delicacy's effects to each enemy hit by the attack.

You may carry **up to 10 + (SL × 5) ingredients**, and they will never spoil until you use them; if you take this Skill during character creation, you begin play with ten ingredients with random tastes.

## KNIFE AND FORK

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When you perform the **free attack** granted by the **Cooking** Skill, if you combined **no more than 2 ingredients**, you may have the attack deal damage as normal. If you do, you treat your **High Roll (HR)** as 0 when calculating damage dealt by this attack.

## MADE WITH LOVE

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When you use the **Cooking** Skill and choose to apply the effects of the **delicacy** to yourself or an ally you can see, you may spend up to **SL × 10** MP. For every 10 MP you spend this way, apply the delicacy's effects to an additional ally you can see.

## SALT AND PEPPER

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When you prepare a **delicacy**, you may spend 2 Inventory Points: if you do, change the **taste** of one ingredient to a taste of your choice.

## TRAVELING COOK

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After each travel roll, if you acquired the **Cooking** Skill, you gain **SL × 2** ingredients.

COOKBOOK SHEET	
BITTER BITTER	
BITTER SALTY	
BITTER SOUR	
BITTER SWEET	
BITTER UMAMI	
SALTY SALTY	
SALTY SOUR	
SALTY SWEET	
SALTY UMAMI	
SOUR SOUR	
SOUR SWEET	
SOUR UMAMI	
SWEET SWEET	
SWEET UMAMI	
UMAMI UMAMI	

GATHERED INGREDIENTS				
BITTER	SALTY	SOUR	SWEET	UMAMI

## DELICACY EFFECTS, D12 ROLL

- Each of this delicacy's targets recovers from the **(choose one)** status effect.  
☐ DAZED ☐ ENRAGED ☐ POISONED ☐ SHAKEN ☐ SLOW ☐ WEAK
- Each of this delicacy's targets suffers the **(choose one)** status effect.  
☐ DAZED ☐ SHAKEN ☐ SLOW ☐ WEAK
- Each of this delicacy's targets recovers 40 **Hit Points**.  
This amount increases to 50 if you are **level 30 or higher**.
- Each of this delicacy's targets recovers 40 **Mind Points**.  
This amount increases to 50 if you are **level 30 or higher**.
- This delicacy deals 20 **(choose one)** damage to each of its targets.  
This amount increases to 30 damage if you are **level 30 or higher**.  
☐ AIR ☐ BOLT ☐ EARTH ☐ FIRE ☐ ICE ☐ POISON
- Until the end of your next turn, every source that deals **(choose one)** damage deals 5 extra damage to each of this delicacy's targets.  
☐ AIR ☐ BOLT ☐ EARTH ☐ FIRE ☐ ICE ☐ POISON
- Each of this delicacy's targets cannot perform the **Guard** action during their next turn.
- Each of this delicacy's targets cannot perform the **Spell** action during their next turn.
- Each of this delicacy's targets cannot perform the **Skill** action during their next turn.
- Each of this delicacy's targets gains Resistance to **(choose one)** damage until the end of your next turn.  
☐ AIR ☐ BOLT ☐ EARTH ☐ FIRE ☐ ICE ☐ POISON
- Each of this delicacy's targets treats their **(choose one)** as if it were one die size higher (up to a max of **d12**) until the end of your next turn.  
☐ DEXTERITY ☐ INSIGHT ☐ MIGHT ☐ WILLPOWER
- During the next turn of each of this delicacy's targets, all damage they deal becomes **(choose one)** and its type cannot change.  
☐ AIR ☐ BOLT ☐ EARTH ☐ FIRE ☐ ICE ☐ POISON

## INGREDIENT TASTE, D6 ROLL

- |          |         |               |
|----------|---------|---------------|
| 1 bitter | 3 sour  | 5 umami       |
| 2 salty  | 4 sweet | 6 your choice |

## GAINING INGREDIENTS

You will normally receive ingredients through the **Cooking** and **Traveling Cook** Skills; you might also receive them as **rewards** during play. When you obtain an **ingredient**, you're never too sure what it will taste like — roll a **d6** to determine the **ingredient's taste**, then describe its appearance and give it a name.

You may also purchase **ingredients** from stall, shops or merchants: the price is **10** for an **ingredient** with a random taste, or **20** for an **ingredient** with a taste of your choice.

## TASTES AND DELICACIES

When you use the **Cooking** Skill, you combine two or three **ingredients** to generate a special **delicacy** with powerful effects that will be applied to its targets.

Every **different** combination of **two tastes** (even if it's the same **taste** used twice!) will add an **effect** to the **delicacy**.

When you combine two **tastes** you **never combined before**, determine the **effect** of that combination by rolling a **d12** and consulting the "Delicacy Effects" table; most entries also require you to make a choice (such as a specific damage type or status effect). Once you're done, record the resulting effect on your **cookbook sheet**: from this moment on, that **taste combination** will **always** produce that exact **effect** when you use it.

No two combinations of **tastes** in your **cookbook sheet** can have **identical effects**. When you determine the effect of a new combination, you must make your choices in such a way that the resulting effect has no precedents (for instance, by selecting a different damage type or status effect); if you can't, **re-roll the d12**.

When completed, your **cookbook sheet** will feature a total of **15 effects**, one for each possible pair of tastes.

**Delicacies** created through the **Cooking** Skill have an immediate effect and are then destroyed; if you want to prepare foods with unique effects and use them later, you must instead use the rules for **Projects**.