

CHARACTER NAME

RACE

ALIGNMENT

BACKGROUND

EXPERIENCE POINTS

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

Used

Total

d8

DEATH SAVED

SUCCESSSES

FAILURES

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

LIGHT ARMOUR

SIMPLE WEAPONS

MEDIUM ARMOUR

MARTIAL WEAPONS

HEAVY ARMOUR

SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

COOK

COOK ARCHETYPE

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

Attuned

HEAD

AMULET

CLOAK

ARMOUR

HANDS/ARMS

RING

RING

BELT

BOOTS

CP

SP

EP

GP

PP

MAGIC ITEMS

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

Attuned

Name

BACKPACK/STORAGE