



THE BOOK OF MANY THINGS

Decidedly Laughable Collection

KEVIN GLUSING

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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What's the deal here?

Welcome to the Book of Many Things Decidedly Laughable Collection! Inside, you will find a host of silly, irreverent, and hopefully laugh-inducing options that haven't been made available for the Pathfinder Roleplaying Game until now. Of all the requests we have received from people around the internet, these—or at least one of them—take the cake.

The story in other volumes holds everything together: The battle against chaos, the shattering of worlds, and gathering in a new, unfinished world of magic. This volume (and, if it's popular, future DLC's) takes a more chaotic approach.

Have a Request?

We're always looking to add more content to current volumes of the *Book of Many Things*. If you have anything you'd like to see, please don't hesitate to contact us through the comments/feedback on the site where you purchased this, or through any of the following channels.

- Facebook - www.facebook.com/bookofmanythings
- Twitter - @nw_press
- Paizo Forums - user malcolm_n or Samurai Sheepdog

And now, on with the show!

Wait... No Table of Contents?

Well, it is a much smaller supplement than most volumes. But, I suppose if you must have something to navigate with.

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Races

Always Helpfuls

Are you a relatively busy person who really wants to play with your friends but you just don't have time to dedicate 4 hours a week to do so? Then oh boy this is the race for you.

The always helpfuls are a race whose entire existence is defined by every interaction it has with the people around it. This allows you to play one as often, or as little as you are able.

Players! Want to change how you play your character, including accent, personality, and general style? Every time your always helpful fades back into existence it can be a different person entirely who just happens to have the memories and equipment of the last.

Gamemasters! Don't want to figure out how to add a new player to the game halfway through the abandoned crypt? Suggest they play an always helpful and have the party conveniently interact with them out of nowhere. With an always helpful in the party, there will never be a shortage of useful characters again.

Physical Description: The joys of art allow us to depict the true appearance of an always helpful on the top, right-hand corner of the next page so we can save space writing about what they look like and instead focus on cool things like stats. Still, if you must know, the race is usually about the size of a dwarf while hunched over (as shown over there --->), and while standing straight, they're about the height of an average human. They're surprisingly light, though (roughly the weight of a fat gnome or skinny halfling), and can change their general appearance on a whim (though anybody who interacts with them just kinda recognizes who they really are).

Society: Who needs a society when you live literally in the moment?

Relations: Everybody appreciates help every now and again, so it stands to reason that everybody likes the always helpful. The only thing that really ever bothers or upsets them is a task that cannot be completed in a reasonable timeframe.

Alignment and Religion: Need an always helpful assassin to kill somebody off for you? Done. How about one to try the guy who used an always helpful to kill somebody off for him? Done. They'll join you to worship your god of choice, or to hold down that child for ritual sacrifice. All in the name of helping out.

Adventurers: Of course an always helpful will aid you on an adventure. That's what they're here for. Just give them a task like setting up camp or scouting ahead, and they've got your back.

Names: You don't even have to come up with your own name, just let your friends come up with a handy nickname for you that they can use while you're active and helping out.

Always Helpful Racial Traits (8 RP)

+2 to One Ability Score: Always helpful characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Efficient: Always helpfuls receive a +2 racial bonus to two of their lowest ability scores at 1st level because they are never greatly deficient in any capacity. Once these bonuses are applied, they do not change.

Medium: Always helpfuls are Medium creatures and thus receive no bonuses or penalties due to their size.

Base Movement: Always helpfuls have a base speed of 30 feet.

Humanoid: Always helpfuls are humanoids. They are affected by spells and abilities that target any humanoid subtype.

Demi-Presence (Ex): When the player of an always helpful is not present to interact with the party, the always helpful becomes invisible and comatose, as if affected by a non-magical sequester spell.

Natural Assistant: Whenever an always helpful successfully uses the aid another action to help someone, it grants a +3 bonus instead of +2. If this bonus applies to a creature's attack, it applies to the damage as well.

Object Permanence (Sp): Every always helpful can designate an otherwise unimportant object to which it is bound. When it reappears after being affected by demi-presence, the always helpful can teleport itself only as a full-round action to within 5 feet of its designated object via a *greater teleport* spell. If the object is lost or destroyed, the always helpful can designate a new object after 1 minute. A designated object carried away by a creature that is not an ally is considered lost.

You First: Three times per day, as a free action when rolling initiative, an always helpful can swap checks with an ally whose check result was lower.

Languages: Always helpfuls begin play speaking Common and one other language of their choice. Always helpfuls with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Alternate Racial Traits

Effective: Every family has its black sheep, even always helpfuls. Effective members of their race gain a bonus teamwork feat of their choice at 1st level, which gives the always helpful a more specific way of helping than the general efficiency of others like them. Three times per day as a free action, the always helpful can grant an ally that can see and hear the always helpful the chosen teamwork feat for 1 round. This replaces efficient and you first.

I'll Show You How it's Done: An always helpful will sometimes gain Improved Initiative as a bonus feat in order to be there quickly when an ally needs assistance. This replaces you first.

Always Helpful Favored Class Bonuses

New classes introduced here are marked with an asterisk (*). Classes introduced in volumes 1 and 2 are marked with ^{v1} and ^{v2}, respectively.

Bard: Add a +1/3 bonus to all untrained Knowledge checks.

Battle Augur ^{v1}: Choose a class and gain 1/6 of its variable multiclass option.

Cavalier: Add +1 foot to the size of all the cavalier's tactician class features.

Gamer ^{v2}: Add +1/6 to the number of times the gamer can change specializations each day.

Potentialist ^{v2}: Gain 1/6 of a spirit talent.

Always Helpful Archetype

The following archetype is available to any always helpful character or a character trained by an always helpful witch.

Shamrock Witch (Witch Archetype)

Sometimes thought of as leprechauns, the always helpful can learn to harness their natural ability to assist other creatures and turn it into actual magic. Shamrock witches are a common occurrence within the always helpful race.

Shillelagh (Su): At 1st level, a shamrock witch forms a close bond with a specially-crafted club, which is treated with a permanent *shillelagh* effect. This functions like the wizard's arcane bond class feature, except as noted here.

When wielding her shillelagh, a shamrock witch in position to make a melee attack on an opponent that is engaging a friend in melee combat can attempt to aid that friend as a swift action.

Protective Luck (Su)

The witch can cause fate to twist so that it benefits a creature within 30 feet for 1 round. Whenever that creature is targeted by an effect that requires an attack roll, including weapon attacks, the attacker must roll twice and take the worse result.

At 8th level and 16th level, the duration of this hex is extended by 1 round. A witch cannot use this ability on herself. Hexes that affect the fortune hex, such as cackle, also affect protective luck.

A shamrock witch must commune with her patron through her shillelagh each day to prepare her spells. The weapon stores all of the spells that a witch knows, and a witch cannot prepare a spell that is not stored by her club.

This alters and replaces witch's familiar.

Witch's Charge (Su): At 1st level, a shamrock witch gains the witch's charge major hex, which allows her to designate a willing creature as her charge once per day when she prepares spells. She gains a constant *status* effect on this creature and can target it with beneficial touch spells from a range of 30 feet. The creature remains her charge until she designates a new one.

This replaces the hex gained at 1st level and one of the witch's 0-level spells per day.

Fortunate Allies (Su): At 2nd level, a shamrock witch can better assist her allies in and out of combat. She gains both the fortune and protective luck hexes. This replaces the hex gained at 2nd level and one of the witch's 1st-level spells per day.

Life Giver: At 12th level, a shamrock witch gains the life giver grand hex. This replaces the hex gained at 12th level and one of the witch's 6th-level spells per day.

Always Helpful Feats and Trait

Always helpful have access to the following feat and trait.

Controlled Presence

You can manipulated your demi-presence to your advantage.

Prerequisites: Always helpful race, demi-presence racial trait.

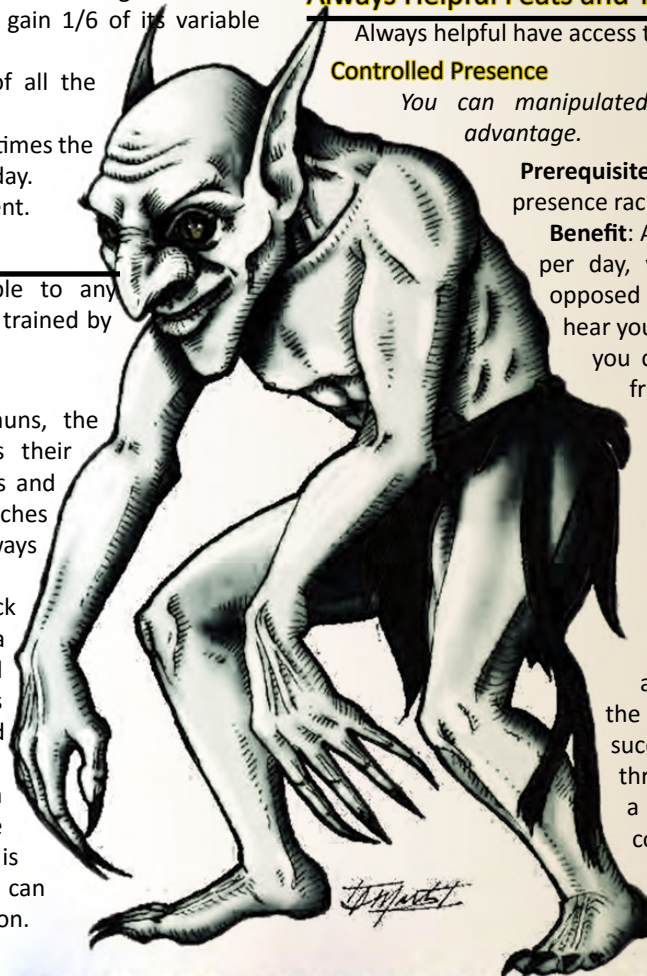
Benefit: As a standard action up to 3 times per day, you can make a Stealth check opposed by creatures who can see and hear you. If no creature beats your check, you can cast *vanish* on yourself as a free action, using your character level as your caster level.

Critical Assistant

When you find an opening, you point it out to your ally.

Prerequisites: Always helpful race, natural assistant racial trait.

Benefit: If you roll a natural 20 while using the aid another action to help with an attack, the creature you aid can treat its successful attack roll as a critical threat. If that creature also rolls a critical threat, it automatically confirms the critical hit.



Insightful Aid (Race Trait)

As an always helpful, you are adept at figuring out the problems of others, even when you have no formal training of your own.

Benefit: You can aid another to grant a bonus to a task that your character couldn't achieve alone, such as an untrained Knowledge check.

Noble Intent (Race Trait)

The simple act of helping others builds confidence and renown.

Benefit: You earn your choice of 2,5d6* gp or 5d6 exposure any time you successfully aid another creature. You must have the genuine intent to help. Gold earned in this way can only be spent toward gaining the always helpful noble path. Exposure can be spent in the same way, or converted into prestige points as with the Exposure feat, to a maximum of 2 prestige.

Planar Object

You can find your allies on any plane of existence.

Prerequisites: Character level 13th, always helpful race, object permanence racial trait.

Benefit: When you use your object permanence racial trait, you can cast *plane shift* on yourself only as a full-round action instead. If that spell puts you far away from your designated object, you can still cast *greater teleport* on your next turn to get to it.

Warning: You must still take appropriate precautions when casting *plane shift* to prevent death, serious injury, or separation from party members.

Skilled Assistant

Even if you do most of the work, you don't hog the credit.

Prerequisites: Always helpful race, natural assistant racial trait.

Benefit: If you succeed at the target DC with a skill check while using the aid another action and the creature you are helping rolls at least a DC 10, you can swap your results and grant them your aid another bonus.

Normal: You grant your aid another bonus on an ally's skill check when you roll a DC 10.

Team Player

You've studied your allies' tactics long enough to get the gist.

Prerequisites: Always helpful race, natural assistant racial trait.

Benefit: Twice per day as a free action, you can treat yourself as having an ally's teamwork feat if it would benefit either of you.

Special: You can choose this feat multiple times. Each time you do, you can use it two additional times per day.

Dinosaurs

By all modern accounts, dinosaurs were a mix of highly capable predators and stupid, languid prey. If one were to look at the scientific facts, the average dinosaur's brain was no larger than an acorn. Why, then, would somebody possibly want to play one of these monstrous, oversized brutes?...

Oh, you DO want to play a dinosaur!? Well, far be it for me to stop you with facts and the like. As it turns out, dinosaurs make plenty of sense as adventuring heroes when you don't think about it too hard. I mean, they're cunning, powerful, and not at all stopped by a simple door handle. The only thing that really stopped them from dominating us all was a giant rock from space destroying most of the planet around them. Even then, most didn't actually die off until many years into the Ice Age created by that cataclysmic event.

If your mind is set on playing a dinosaur, here are some things you should know first.

Physical Description: If you're not sure what a dinosaur looks like, this race may be a little advanced for you.

Society: While the occasional dinosaur prefers solitude or a tight-knit, crack team of operatives, the majority live in largely nomadic tribes featuring one leader (usually the eldest and/or strongest), one or more generals, concubines, children, and gatherers. Without the structure, tribes have been known to fall into disarray at the worst time, only to be picked off by predators and opportunists.

Every member of a dinosaur tribe has a role to play. The leader organizes and oversees migration, the distribution of food, and procreation. Generals help to enforce the leader's rules and act as guards while the herd, I mean tribe is on the move. Of the groups, these two are always the smartest and most capable.

Concubines act as entertainment for the leader first and the generals second. This does not always involve procreation, but with the lack of wi-fi during the Mesozoic era (that's right, I did some research on this topic), that was mostly what it meant.

Gatherers is the polite name for the members of society who trail in the back of the caravan and are often picked off first when things get rough. That said, they do a lot of the heavy lifting for the tribe, as well as making sure that children are raised to meet their new roles as they grow up. They also act as fodder so generals and concubines have time to realize and react to what's happening during an attack.

Speaking of children, those born to the leader have priority on taking over a tribe, even before older generals in most cases. All children are assigned roles when they hatch. These roles can change as a child shows potential, or a lack thereof. Before accepting their final role in the tribe, children are offered a chance to leave, forging their own way. Consequently, this makes them the most likely to become adventurers.

Relations: After a female dinosaur lays her eggs, the leader... Wait, wrong interpretation. Mm-hmm, where was I?

Carnivores and herbivores tend to remain on their own or within their own groups. Omnivores, of course, walk this fine line, acting as the logical, more reasoned one when interacting with carnivores and the guardian or sage among herbivores.

When a dinosaur decides to interact with other races beyond simply eating them, they are actually quite nice. They speak common, in case you were wondering, with a Geordie accent because if a certain Doctor has taught us anything, it's that all races ultimately speak common as such.

Alignment and Religion: Naturally, dinosaurs have their own pantheon since it wasn't until recently that they even bothered to interact with other races as more than predator and prey. Some scholars suspect that many of the existing gods have a favorite dinosaur form they take to play the part of the related dinosaur deity, but we can go into more detail on that at some obscure point in the future when everybody starts wanting to know more about dinosaur religion.

As for alignment, dinosaurs are as varied as humans, though a given alignment structure may exist within a specific tribe.

Adventurers: Dinosaurs make for interesting adventurers. There's something I never thought I'd find myself writing, but here we are. Young dinosaurs are the most likely to adventure, before they are placed in a final role within their tribe. Some leave because they wish to avoid the role they're given. Others are pushed out because the tribe believes them too different from other, more conventional members.

Of note, adventuring dinosaurs are often the runts of their tribe, which explains a lot about why they're on their own.

Male Names: Alistair, Graham, Harry, Jack, Mickey, Ryan.

Female Names: Donna, Jane, Rose, Susan, Tegan, Yasmin.



Dinosaur Racial Traits

In a smaller supplement like this, we can't classify and categorize every dinosaur for you, so we chose options for some of the most recognizable tribes. If this experiment proves popular, maybe we can add more at an indeterminate time in the future.

There is a slight learning curve when it comes to playing dinosaurs. Please read below carefully and also be sure to check out the rules for fingerless races in the sidebar to the right. Just because we're being silly here doesn't mean we can't be accurate.

All dinosaurs share the following traits. The race points for these (total -5 RP) are already included in each description later.

Animal: Dinosaurs are typed as animals for the purpose of abilities such as a ranger's favored enemy (did you expect outsider or something crazy like augmented magical beast? No, you wanted to play a dinosaur, you're playing a dinosaur.)

Actual Intelligence: Believe it or not, dinosaurs possess a thing called actual intelligence, allowing their Intelligence score to go higher than 2. A lot of animals really have this, it's just not properly represented in most bestiaries and is, to be honest, quite rude all things considered. Maybe with some proper representation, cockatiels and badgers, among others, would be more likely to buy a gaming supplement or two. Keep that in mind the next time you want to tell a horse he has only a 2 Intelligence.

Low-Light Vision: Dinosaurs can see twice as far as humans in conditions of dim light.

Animal Instinct: Regardless of their actual intelligence, dinosaurs remain animals. When a critical hit is confirmed against a dinosaur, or when reduced to fewer than 0 hit points, it must succeed at a Will save (DC equal to half the damage dealt, maximum 25) or be shaken for 1 minute. This stacks, becoming frightened, then panicked.

Motion Reliance: Since dinosaurs can't see well (see below), they have a -4 racial penalty on Perception checks against objects and creatures actively standing still (usually with Stealth, the creatures not the objects. And don't get me started on mimics.)

Scent Reliance: Dinosaurs have the scent special ability because their eyes are terrible (and the dinosaur optometrist's office is always packed). They can't actually see further than their natural reach, but can distinguish each individual creature's smell within 60 feet (120 downwind, 30 upwind). When either the dinosaur or a creature it can smell moves, the dinosaur can pinpoint that creature's location.

Languages: Dinosaurs begin play speaking Common. Dinosaurs with high Intelligence scores can choose from the following languages: Draconic, Elven, Giant, and Goblin.

Stegosaurus Racial Traits (12 RP)

Slow and cautious are the tribes of the stegosaurus. Plodding along, they get where they're going in due time. As herbivores, they are more aware of potential predators, but also lack killer instinct.

+2 Strength, +2 Constitution, +2 Wisdom, -4 Dexterity: Stegosauruses are the dinosaur equivalent of dwarves.

Large: These dinosaurs are large creatures with a space of 10-ft. x10 ft. and 5 ft. reach. They gain a -1 penalty to their AC, a -1 penalty on attack rolls, a +1 size bonus to their Combat Maneuver Bonus and Combat Maneuver Defense, and a -4 size penalty on Stealth checks.

Base Movement: Stegosauruses have a base speed of 30 feet.

Quadruped: Due to being four-legged, these dinosaurs receive +4 racial bonus to their Combat Maneuver Defense against trip attacks and +50% carrying capacity.

Fingerless (0 RP)

As you may have noticed, some dinosaurs have no discernable hands. That's okay, because thanks to some very wonderful little ponies, they have learned how to operate just fine without those appendages.

- Hand and ring slot magic items automatically adjust to fit, becoming anklets that otherwise function normally.
- Any worn magical foot slot items (boots, shoes, etc.) adapt to cover all four feet.
- They may use horseshoe items, but doing so occupies the foot slot, preventing boots, shoes, and other such things.
- Fingerless races may wield/use items with their mouth as if using their primary hand.
- Touch attacks can be made with hooves or horn. There is no mechanical benefit to this and it resolves exactly the same as a humanoid touch with a finger.
- Unarmed attacks from fingerless races can come in the form of teeth, slams, or tails. They do normal damage for an unarmed adventurer of the race's size and are resolved entirely as unarmed strikes, not natural attacks.
- Somatic components are handled with forelegs and horns.

Natural Plating: A stegosaurus has sharp scales on its hide that protect it from danger. They grant the dinosaur a +1 natural armor bonus. When hit with an unarmed strike or natural attack, the attacker takes 1 point of bleed damage. This bleed damage stacks, but can all be healed by the same Heal check or application of magic.

Slam: These dinosaurs throw their weight around in combat. They gain a primary, natural slam attack that deals 1d6 bludgeoning damage.

Slapping Tail: Stegosauruses have a tail they can use to make attacks of opportunity with a reach of 5 feet. The tail is a natural attack that deals 1d10 points of damage plus 1-1/2 times the dinosaur's Strength modifier.

Spell Resistance: Stegosauruses gain spell resistance equal to 6 + their character level.

Tyrannosaurus Racial Traits (11 RP)

El rey de los dinosaurios, or rather the king of the dinosaurs, T-rex is a massive, apex predator, evolved over many thousands of generations to possess unrivaled biting power (4 tons) and teeny tiny arms. As a carnivore, these great beasts prefer brawn over brains, but that doesn't make them stupid by any stretch. They're surprisingly good at hiding in trees and large brush of a similar color until it's time to bite the legs off of something.

+4 Strength, +2 Charisma, -2 Dexterity: The t-rex is the mightiest of dinosaurs, and only because of its size is it any less dexterous than other members of its race.

Large: These dinosaurs are large creatures with a space of 10-ft. x10 ft. and 5 ft. reach. They gain a -1 penalty to their AC, a -1 penalty on attack rolls, a +1 size bonus to their Combat Maneuver Bonus and Combat Maneuver Defense, and a -4 size penalty on Stealth checks.

Base Movement: Tyrannosaurus has a base speed of 40 feet.

Bite: The tyrannosaurus has a primary natural bite attack that deals 1d8 piercing and slashing damage on a hit plus 1-1/2 x its Strength modifier. On a critical hit, the bite deals x3 damage.

Sneaky: Tyrannosauruses gain a +4 racial bonus on Stealth checks (this effectively negates their size penalty).

Small Arms: The tyrannosaurus is proficient with one-handed firearms. No, not really (but maybe with a feat?). They actually can only wield weapons sized for small creatures.

Sprinter: These dinosaurs gain a +10 foot racial bonus to their speed when using the charge, run, or withdraw actions.

Velociraptor Racial Traits (10 RP)

Velociraptors are tiny (by dinosaur standards), selfish creatures who work in groups only out of necessity because of their size. They are generally carnivorous, and lack fear of their larger cousins since they can just dart away if truly threatened.

+2 Dexterity, +2 Intelligence, -2 Wisdom: Velociraptors are wicked fast and stupid smart, but they don't pay attention well.

Small: These dinosaurs are small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Base Movement: Velociraptors have a base speed of 50 feet.

Run: Velociraptors gain Run as a bonus feat at 1st level.

Bite: Velociraptors have a primary natural bite attack that deals 1d4 piercing and slashing damage on a hit with a critical threat range of 19–20.

Claws: Velociraptors have two secondary, natural claw attacks that deals 1d3 slashing damage on a hit.

Fearless: Velociraptors gain a +2 racial bonus on all saving throws against fear effects. This replaces animal instinct.

Silent Hunter: Velociraptors reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a -20 penalty (this number includes the penalty reduction from this trait).

Swarming: Up to two velociraptors can share the same square at the same time. If two velociraptors that are occupying the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Dinosaur Alternate Racial Traits

These traits will help to change one of the base dinosaurs above into the dinosaur you're looking for.

Allosaurus: These dinosaurs are Medium velociraptors with +2 Strength, +2 Intelligence and a base movement speed of 40 feet. Its bite deals 1d6 damage, and its claws deal 1d4. Once per day, whenever an allosaurus takes damage, it flies into a frenzy for 1 minute, gaining a +2 racial bonus to Constitution and Strength, but a -2 penalty to AC. This alters the dinosaurs ability scores, size, and base movement and replaces animal instinct, fearless, and swarming.

Brontosaurus: These dinosaurs are stegosauruses with a slam that deals 1d8 bludgeoning damage with a x3 critical modifier and 10-ft. reach. This reach applies to their slapping tail as well. This alters slam and slapping tail and replaces natural plating.

Dilophosaurus: These dinosaurs are velociraptors that can spit a non-magical *acid arrow* out to 30 feet up to 3 times per day, using their character level as their caster level. Their bite only deals 1d3 damage and their speed is 30 feet. This alters the dinosaur's base movement and bite and replaces claws.

Indominus: These dinosaurs were modified by some plucky alchemist or wizard who felt the tyrannosaurus wasn't quite scary enough to appeal to children. They can cast *vanish* once per day as a spell-like ability, using their character level as their caster level. This replaces sprinter.

Triceratops: These dinosaurs are stegosauruses with +2 Strength, -2 Dexterity, and a +2 to one other ability score of their choice. They gain Improved Bull Rush as a bonus feat and a primary, natural gore attack that deals 1d6 piercing damage on a hit. When a triceratops charges, it deals double damage with its gore attack. This alters the dinosaur's ability scores and replaces natural plating and slapping tail.

Dinosaur Favored Class Bonuses

New classes introduced here are marked with an asterisk (*). Classes introduced in volumes 1 and 2 are marked with ^{v1} and ^{v2}, respectively.

Accelerist ^{v1}: Add +1 ft. to the distance at which the accelerist can distinguish an individual creature with scent (+2 downwind, +1/2 upwind). This provides no immediate benefit in combat until the bonus is at least an increment of 5.

Agent *: Gain 1/6 of a new Pam agent talent. If this talent increases your unarmed damage, you can also deal that damage with one natural attack of your choice.

Astrologer ^{v2}: Add +1/4 spell the astrologer can cast per day. This spell must be of a spell level lower than the highest the astrologer can cast.

Culinarian: Add a +1/5 enhancement bonus on one non-magical natural attack. This stacks with the bonus from rotisseur.

Gamer ^{v2}: Add +1/6 to the number of times the gamer can change specializations each day.

Gunslinger: Add +1/4 to the dodge bonus to AC granted by the nimble class feature (maximum +4).

Dinosaur Feats

Dinosaurs have access to the following feats.

Predatory Instinct

You have overcome your animal nature.

Prerequisites: Dinosaur race, animal instinct racial trait.

Benefit: You lose the animal instinct racial trait.

Once per day, when a critical hit is confirmed against you, or when you are reduced to fewer than 0 hit points, you can make a melee attack against the creature that hit you as an immediate action, if you can reach it.

Razor Hide

Your skin is rough like sandpaper, or small, sharp scales.

Prerequisites: Dinosaur race, natural armor bonus.

Benefit: When you are hit with an unarmed strike or natural attack, the attacker takes 1 point of bleed damage. This stacks with natural plating.

Special: You can gain this feat if you have a magical means of gaining natural armor. The benefit only applies while your natural armor bonus is at least +1.



Gingerbread People

Are we finished with the dinosaur nonsense for the moment? Great! Now, let's get back to something a little more serious... Gingerbread people?! You're killing me here. Wait, what's that intoxicating smell coming from the bakery?

Redacted to prevent giving nightmares to any gingerbread children.

Mmmm, delicious. Okay, Let's talk gingerbread people *crunch*.

Of all the shattered worlds, none are so deliciously out there as the reality from which gingerbread people hail. A race unto themselves, gingerbread people try their best to be functioning members of society. They define themselves by the creatures with whom they share physical traits (society, religion, and such). Once baked, they learn how to act like and grow into a strong ally, if they're not eaten first.

Physical Description: Gingerbread people resemble diminutive members of other races, made of scrumptious cookie.

Base Height	Base Weight	Modifier	Weight Modifier
m 0 ft. 7 in.	.5 lbs.	2d4	x.5 lbs.
f 0 ft. 5 in.	.5 lbs.	2d4	x.5 lbs.

Aging Effects

Adult	Stale	Tacky	Moldy	Maximum Age
-	3	5	7	+1d4 years

Gingerbread Racial Traits (10 RP)

- Gingerbread people share the following racial traits.
- +2 to One Ability Score:** Gingerbread people gain a +2 racial bonus to one ability score of their choice at creation to represent their varied nature.
 - Enchanted Bake:** Although physically diminutive, the magic that brings gingerbread people to life causes them to function as small creatures (they jump a lot during combat, and their natural aroma keeps them from hiding particularly well). In combat, creatures are loathe to approach a living cookie wielding a steak knife or mallet, so scenes of a gingerbread person going toe-to-toe with an orc wielding a greataxe are not uncommon.
 - Size:** Being effectively small, gingerbread people gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Fast Movement: A gingerbread person's base movement speed is 40 feet.

Living Cookie: Gingerbread people are constructs with the augmented subtype and any subtypes of the race they are baked to resemble. Unlike true constructs, they only gain the racial traits listed here. They do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities. This means that a gingerbread person can drink potions to benefit from their effects and can sleep in order to regain spells, but neither of these activities is required for it to survive or stay in good health.

Darkvision: Gingerbread people can see in the dark up to 60 feet.

Low-Light Vision: Gingerbread people can see twice as far as humans in conditions of dim light.

Beguiling Liar: Gingerbread people gain a +4 racial bonus on Bluff checks to convince an opponent that what they are saying is true when they tell a lie.

Fearless: Gingerbread people gain a +2 racial bonus on all saving throws against fear effects. This stacks with similar bonuses such as the lucky racial trait.

Nimble Faller: Getting away from predators sometimes means jumping from otherwise dangerous heights. As a result, gingerbread people learn how to land on their feet even when they take lethal damage from a fall. Furthermore, they gain a +1 bonus to their CMD against trip attempts.

One Tough Cookie: Gingerbread people gain +10 hit points at 1st level.

Skilled: Gingerbread people gain an additional skill rank at first level and one additional rank whenever they gain a level.

Acid and Fire Vulnerability: All gingerbreads have vulnerability to acid and fire damage, taking 50% more damage from those types.

Chewy: When doused with liquid, gingerbread people take 1 point of Constitution damage. They take 1d4 Constitution damage every round when swallowed whole or submerged in liquid for more than 1 round.



How the Cookie Crumbles: Gingerbread people are immediately destroyed when reduced to 0 or fewer hit points. They cannot be raised or resurrected.

Alternate Racial Traits

All gingerbread people can choose these alternate traits.

Aromatic: Some gingerbread people smell so nice they add +1 to the saving throw DCs for their spells and spell-like abilities of the enchantment school. In addition, gingerbread people with a Wisdom score of 15 or higher gain the following spell-like ability (the caster level is equal to the user's character level): *1/day—charm person*. This replaces beguiling liar.

Creepy Doll: Candy eyes and cookie skin make some gingerbread people look more like confections than living creatures. If they cease moving and pretend to be a doll while they aren't being observed, they can use the Stealth skill without cover or concealment. A successful Stealth check still allows other creatures to notice the gingerbread person; they just believe it is a doll, similar to the freeze universal monster ability (without being able to take 20). In addition, these gingerbread people take no size penalty on Intimidate checks against larger humanoids. This replaces darkvision, low-light vision, and one tough cookie.

Faster: Gingerbread people who are fast can become faster still, granting them another +10 ft. bonus to their speed. This replaces beguiling liar.

Ginger Snap: Gingerbread people are sometimes baked longer, giving them fewer pores and making them crunchier. This replaces the one tough cookie and chewy racial traits.

Illusion Resistant: Some gingerbread people gain a +2 racial bonus on saving throws against illusion spells or effects. This replaces fearless.

Jumper: Some gingerbread people are always considered to have a running start when making Acrobatics checks to jump. This replaces nimble faller.

Object of Desire: Gingerbread people are already quite tasty. Those with the ability to cast spells can become even more tantalizing. They add +1 to their caster level when casting *charm person* and *charm monster*. This replaces fearless.

Gingerbread Favored Class Bonuses

All gingerbread people can select the following favored class bonus.

Any class: Add +1 to the gingerbread person's base speed. In combat this option has no effect unless the gingerbread person has selected it five times (or another increment of five). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

Agent: Gain a +1/4 bonus on all inspiration rolls.

Culinarian: Add +1 to the speed of allies consuming the culinarian's meals. This lasts for up to 1 round per culinarian level.

Rogue: Gain a +1/2 bonus on Stealth Checks (maximum +8).

Witch: The gingerbread witch's confection conjuring is +2% more real.

Gingerbread Archetype and Class Options

The following options are available to all gingerbread people.

Decorative Armor (Fighter Armor Training Option)

At 3rd level, the fighter gains a natural armor bonus equal to 2 + its Constitution modifier. This bonus does not stack with non-magical natural armor and only applies when wearing no other armor or clothing, since doing so might smudge the frosting. This bonus increases by +1 at 7th, 11th, 15th, and 19th level. This replaces armor training.

Unfettered (Accelerist Archetype)

Gingerbread people qualify for the unfettered archetype of the accelerist class. This archetype is typically only available to otterlings^{v1}.

Vanilla Alchemist (Gingerbread Person Alchemist Archetype)

What do you mean, 'Why not gingerbread alchemist?' Because you don't make things out of humans, do you?

The vanilla alchemist makes tasty, infused confections that his allies can consume for both a spell effect and a pick-me-up. Gingerbread people occasionally teach this to other races willing to place at least 1 rank in Profession (chef).

Brew Potion: A vanilla alchemist does not gain this ability at 1st level, but can choose it as a discovery beginning at 2nd level.

Sweet Infusion: At 1st level, a vanilla alchemist gains the infusion discovery. When created, the vanilla alchemist's infusions can be stored as charges within special confections (usually truffles) baked fresh each morning on an available fire. The alchemist or his allies can consume these confections as part of a move action. In addition to the infusion's effect, the creature that consumed it can add 1d6 to its next d20 roll made within 1 minute. A confection so charged only lasts until consumed or the alchemist regains his extracts per day. This replaces throw anything.

Candy Bomb: At 4th level, a vanilla alchemist gains the healing bomb discovery. When using healing bomb, the alchemist can also apply an infusion that reduces the bomb's overall effectiveness by 1d6 as a free action. When thrown, one creature of the alchemist's choice within the bomb's radius is also affected by the infusion. This replaces the discovery gained at 4th level.

Gingerbread Feats

Follow the Gingerbread Crumbs

Prerequisite: Gingerbread race.

Benefit: You gain a +3 circumstance bonus on all skill checks made to find your way back to a location where you have been within the last 24 hours. If you have 10 or more ranks in one of these skills, this bonus increases to +6 for that skill.

Gumdrop Buttons

Prerequisite: Gingerbread race.

Benefit: Each morning, after you rest for at least 8 hours, you gain 1 gumdrop button that can be used as though it were a tanglefoot bag. Only a creature with this feat can use gumdrop buttons in this way. They are of no value to other creatures.

You can have up to 3 gumdrop buttons at a time. If you would gain a 4th, the oldest button goes stale and becomes useless.

Racial Decorations

Prerequisites: Gingerbread race.

Benefit: Choose a race. You gain one racial trait from that race worth no more than 4 race points.

Special: You can choose Racial Decorations as a race trait for the same race. If you do, you gain a racial trait worth 2 points.

Part of a Baker's Dozen

Prerequisites: Gingerbread race, how the cookie crumbles racial trait.

Benefit: You can be resurrected, but any spell cast to do so becomes a conjuration (calling) spell, as another version of you from the same bake appears in your place. You must still meet all other requirements and pay the costs associated with resurrection.

Classes

Agent Elite

Sorry, I couldn't hear you over the sound of how awesome I am!

A sterling hero, master of intrigue, and—hold my drink—martial arts legend. The agent elite is the top spy in his guild, stopping the bad guys with flare and saving the day with his genius charm (no, the comma isn't missing. It's a thing) and cutting wit. Really, I'd go on, but I think I've made my point.

Role: Weapons? Got 'em. The ability to crush a man's throat? You bet. A problem with alcohol? Only if it's gone.

Alignment: Any good.

Hit Die: d10.

Parent Classes: Brawler and investigator.

Starting Wealth: 3d6 x 10 gp (average 105 gp) In addition, an agent elite begins play with one tear-away outfit valued at 200 gp or less at no cost.

Class Skills

The agent elite's class skills are Acrobatics (Dex), Climb (Str), Disguise (Cha), Escape Artist (Dex), Linguistics (Int), Perception (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the agent elite.

Weapon and Armor Proficiency: Agents are proficient with all simple and martial weapons, and firearms. They are proficient with light armor, but not with shields.

Genius Charm (Ex, I told you it was a thing): An agent elite is both quick thinking and charismatic in deadly situations. At 1st level, he chooses Intelligence or Charisma. He can add that ability modifier to his melee attacks in place of Strength. Beginning at 3rd level, he also adds the chosen ability modifier to damage he deals with melee weapons in place of Strength.

Inspiration (Ex): An agent elite has the ability to augment skill checks and ability checks through his brilliant inspiration. The agent elite has an inspiration pool equal to 1/2 his agent elite level + his Intelligence modifier (minimum 1). An agent elite's inspiration pool refreshes each day, typically after he gets a restful night's sleep. As a free action, he can expend one use of inspiration from his pool to add 1d6 to the result of that check, including any on which he takes 10 or 20. This choice is made after the check is rolled and before the results are revealed. An agent elite can only use inspiration once per check or roll. The agent elite can use inspiration on any Knowledge, Linguistics, or Spellcraft skill checks without expending a use of inspiration, provided he's trained in the skill.

Inspiration can also be used on attack rolls and saving throws, at the cost of expending two uses of inspiration each time from the agent elite's pool. In the case of saving throws, using inspiration is an immediate action rather than a free action.

Martial Training (Ex): At 1st level, an agent elite counts his total agent elite levels as both fighter levels and monk levels for the purpose of qualifying for feats. He also counts as both a fighter and a monk for feats and magic items that have different effects based on whether the character has levels in those classes (such as Stunning Fist and a monk's robe). This ability does not automatically grant feats normally granted to fighters and monks based on class level, namely Stunning Fist.

Note—Monk's robes can be worn normally, granting an agent elite unarmed damage and the AC bonus of a 5th-level monk. Alternatively, an agent elite wearing monk's robes can treat his agent elite level as 5 higher when determining his drunken strength damage and liquid courage bonus. Once this choice is made, it cannot be changed for that particular magic item.

Agent Talents (Ex or Su): At 2nd level and every 3 levels thereafter (5th, 8th, and so on), an agent elite gains an agent talent. Except where otherwise noted, each agent talent can only be selected once.

A full list of agent talents can be found at the end of this section.

Table: Agent Elite

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+0	Genius charm, inspiration, martial training
2nd	+2	+3	+0	+0	Agent talent, drink 'til you're good at it
3rd	+3	+3	+1	+1	Drunken inspiration, keen recollection
4th	+4	+4	+1	+1	knockout 1/day, liquid courage +3
5th	+5	+4	+1	+1	Agent talent, drunken accuracy (1d6)
6th	+6/+1	+5	+2	+2	Bonus combat feat
7th	+7/+2	+5	+2	+2	Drink 'til you're great at it
8th	+8/+3	+6	+2	+2	Agent talent, liquid courage +4
9th	+9/+4	+6	+3	+3	Bonus combat feat
10th	+10/+5	+7	+3	+3	Drunken accuracy (2d6), knockout 2/day
11th	+11/+6/+1	+7	+3	+3	Agent talent, drunken courage
12th	+12/+7/+2	+8	+4	+4	Bonus combat feat, liquid courage +5
13th	+13/+8/+3	+8	+4	+4	Drunken resilience 1/–
14th	+14/+9/+4	+9	+4	+4	Agent talent
15th	+15/+10/+5	+9	+5	+5	Bonus combat feat, drunken accuracy (3d6)
16th	+16/+11/+6/+1	+10	+5	+5	Drunken resilience 2/–, knockout 3/day, liquid courage +6
17th	+17/+12/+7/+2	+10	+5	+5	Agent talent, drink 'til you're the best at it
18th	+18/+13/+8/+3	+11	+6	+6	Bonus combat feat
19th	+19/+14/+9/+4	+11	+6	+6	Drunken resilience 3/–
20th	+20/+15/+10/+5	+12	+6	+6	Agent talent, drunken accuracy (4d6), liquid courage +7, true inspiration

Drink 'Til You're Good at It (Ex): At 2nd level, when an agent elite attempts any skill check, he can take a drink of alcohol as part of that action. If he does, he can replace his check result with a result of $10 + 1/2$ his agent elite level + his Charisma modifier (inspiration spent on the attempt still applies). If he attempts this with a trained only skill in which he is untrained, the agent elite can only use the result above.

Drunken Inspiration (Su): At 3rd level, an agent elite can drink a tankard of ale or strong alcohol and gain one temporary inspiration point. The act of drinking is a standard action that does not provoke attacks of opportunity. The agent elite can have a maximum number of drunken inspiration points equal to 1 plus one additional point for every two levels thereafter (5th, 7th, and so on). These drunken inspiration points last for 1 hour or until spent, whichever is shorter. As long as he has at least 1 drunken inspiration point, the agent elite can spend 1 inspiration point as a swift action to move 5 feet without provoking attacks of opportunity.

Keen Recollection (Ex): At 3rd level, an agent elite can attempt all Knowledge skill checks untrained.

Knockout (Ex): At 4th level, once per day an agent elite can unleash a devastating attack that can instantly knock a target unconscious. He must announce this intent before making his attack roll. If the agent elite hits and the target takes damage from the blow, the target must succeed at a Fortitude saving throw ($DC = 10 + 1/2$ the agent elite's level + his danger zone modifier) or fall unconscious for 1d6 rounds. Each round on its turn, the unconscious target may attempt a new saving throw to end the effect as a full-round action that does not provoke attacks of opportunity. Creatures immune to critical hits or nonlethal damage are immune to this ability. At 10th level, the agent elite may use this ability twice per day; at 16th level, he may use it three times per day.

Liquid Courage (Ex): At 4th level, an agent elite gains a +3 morale bonus on saving throws against mind-affecting effects as long as he has at least 1 point of drunken inspiration. This bonus increases by +1 at 8th, 12th, 16th, and 20th level, to a maximum of +7.

Drunken Accuracy (Su): At 5th level, an agent elite can spend 1 point of inspiration as a swift action to inflict 1d6 extra points of damage on a single successful attack. The agent elite can choose to apply the damage after the attack roll is made. At 10th level, the agent elite may spend 2 drunken inspiration points to increase the extra damage to 2d6. At 15th level, the agent elite may spend 3 drunken inspiration points to increase the extra damage to 3d6. At 20th level, the agent elite may spend 4 drunken inspiration points to increase the extra damage to 4d6. The agent elite must have at least 1 drunken inspiration point to use this ability.

Bonus Combat Feats: At 6th level and every 3 levels thereafter, an agent elite gains a bonus combat feat in addition to those gained from normal advancement. The agent elite must meet the prerequisites of the selected bonus combat feat.

Upon reaching 9th level and every 3 levels thereafter, an agent elite can choose to learn a new bonus combat feat in place of a bonus combat feat he has already learned. In effect, the agent elite loses the bonus combat feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. An agent elite can only change one feat at any given level, and must choose whether or not to swap the feat at the time he gains a new bonus combat feat for the level.

Drink 'Til You're Great at It (Ex): At 7th level, an agent elite chooses one skill. When he uses drink 'til you're good at it with that skill, the agent elite also benefits from its skill unlocks as if he possessed the Signature Skill feat and ranks equal to his agent elite level. He can choose a second such skill at 12th level, and a third at 17th level.

Drunken Courage (Su): At 11th level, an agent elite is immune to fear as long as he has at least 1 point of drunken inspiration.

Drunken Resilience (Ex): At 13th level, an agent elite gains DR 1/— as long as he has at least 1 point of drunken inspiration. At 16th level, the DR increases to 2/—. At 19th level, it increases to 3/—.

Drink 'Til You're the Best at It (Ex): At 17th level, an agent elite adds his full agent elite level to his result when using drink 'til you're good at it.

True Inspiration (Ex): At 20th level, an agent elite can use inspiration on all ability checks and skill checks without spending inspiration (even if he isn't trained in a particular skill).

Whenever he does choose to expend inspiration on an ability check, attack roll, saving throw, or skill check, he adds 2d6 rather than 1d6 to the result. Some talents can affect this. If using the amazing inspiration investigator talent, he rolls 2d8 instead. If using this with empathy, tenacious inspiration, underworld inspiration, or a similar talent, he rolls two sets of inspiration dice and uses the higher of the two results.

Agent Elite Talents

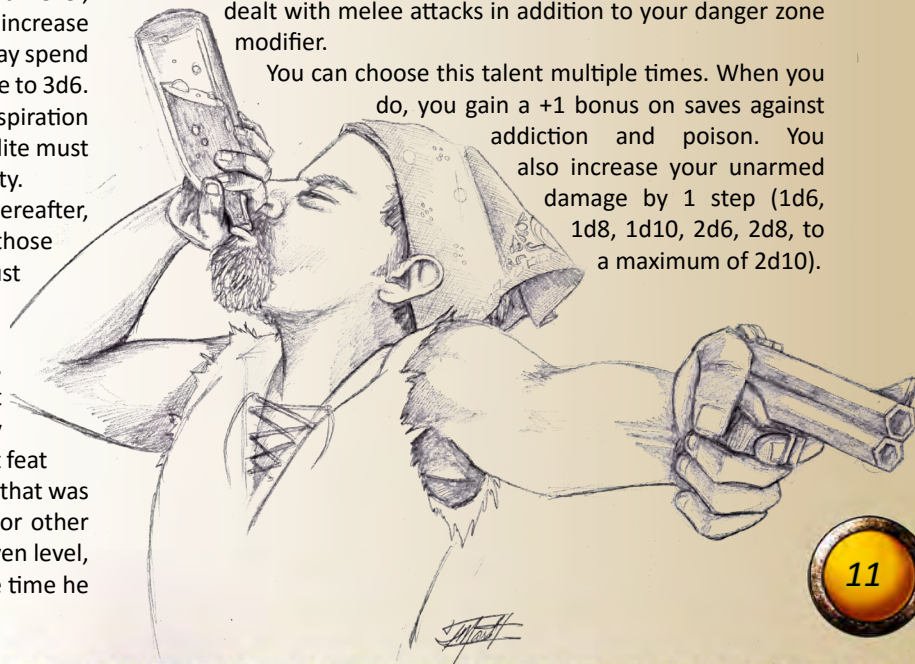
The following talents are available to all agents who qualify to take them. Spell-like abilities gained as talents use your agent elite level as the caster level.

Some of these talents are named for people who probably aren't you. That's okay, they represent the skills and tricks you've picked up because you happen to know these people (they may or may not show up during the campaign). In some cases, you might not be the person who actually does what the talent tells you. Rather, you know how to reach out to that person as a contact for assistance (assuming you haven't recently ticked them off).

Unless specified otherwise, each talent can only be chosen once.

Combative (Ex): Add Intimidate to your list of class skills. You also gain Improved Unarmed Strike as a bonus feat. Beginning at 3rd level, you still add your Strength modifier to damage dealt with melee attacks in addition to your danger zone modifier.

You can choose this talent multiple times. When you do, you gain a +1 bonus on saves against addiction and poison. You also increase your unarmed damage by 1 step (1d6, 1d8, 1d10, 2d6, 2d8, to a maximum of 2d10).



Dealer (Ex): You gain the fence agent talent.

Fence (Ex): Choose one heir apparent adventuring goal. Your fence sends you the suggested capital expense for that goal as an heir apparent of your current agent elite level. You can choose this talent multiple times, but you cannot choose the same adventuring goal more than once.

Field Agent Elite (Ex): Add Disable Device and Fly to your list of class skills. You also gain trapfinding, as the rogue class feature.

You can choose this talent more than once. The second time, you learn to craft bombs as an alchemist of half your agent elite level. Each time after that, you can choose an alchemist discovery that can be used to modify bombs.

Good for What Ails You (Ex): You can take a drink of alcohol and spend 1 point of drunken inspiration to attempt a new saving throw against one of the following conditions that may be affecting you: blinded, confused, dazzled, deafened, exhausted, fatigued, frightened, nauseated, panicked, shaken, or sickened. If you succeed at the save, the effect is suppressed for up to 1 minute. You also may attempt a new saving throw if poisoned; a successful save counts against those required for a cure, but a failed save has no ill effect.

Investigator Talents (Ex or Su): You gain one investigator talent of your choice. Talents that affect class features you don't have cannot be chosen.

Lookout (Ex): You add Appraise and Diplomacy to your list of class skills. You cannot choose this talent multiple times. No, it doesn't do anything else for you. Okay fine, you also add your Intelligence modifier to your initiative as a competence bonus.

Phrasing (Ex): When another creature you can hear and that can hear you fails a Bluff, Diplomacy, or Intimidate check, you can spend an inspiration point and draw attention to it. This allows you to make your own check with the same skill to benefit yourself (your check can also benefit the creature you called out, but it must benefit you). If you fail this attempt by 4 or less, the attitude of the creature you called out is decreased by one step toward you. If you fail by 5 or more, the attitude of all creatures involved is decreased by one step toward you.

Plucky Sidekick (Ex): If you're at least a 5th-level agent elite, you gain Leadership as a bonus feat, but only to gain an intern follower.

Scientist (Ex): Add Craft and Knowledge (engineering) to your list of class skills. Not enough? Alright, Krieger also gives you access to hidden laboratories that always happen to be within 3 days' ride of your current location (even if you're 1 or 2 days away from where you were the last time you asked for something). They are stocked with whatever you need to craft a number of alchemical, drug, or poison items equal to your Intelligence modifier. Still not enough? If you choose this talent at 14th level or higher, Krieger also sets you up with a *clone*, as the spell, that is waiting for somebody to die. The clone is well preserved and sitting in one of the aforementioned laboratories. It can be for you or another creature. You decide when it activates and who it replaces. It will arrive at your current location within 3 days, so you will have to wait for it.

Okay, I'm going to stop now. I can only get so excited. Oh, I almost forgot. You can choose this talent multiple times. Its effects stack.

Spy Training (Ex): Add Bluff, Stealth, and Use Magic Device to your list of class skills. You can substitute your Intelligence modifier in place of Dexterity or Charisma when using those skills.

Agent Elite Favored Class Bonuses

The following options are available to the listed race who have agent elite as their favored class.

Android: Gain a +1/3 bonus on critical hit confirmation rolls made while you have at least 1 point of drunken inspiration. This bonus does not stack with those gained through Critical Focus and similar effects.

Dwarf: Add +1/3 to your maximum drunken inspiration.

Farrealmer ^{v1}: 1/3 times per day, you can spend 1 point of inspiration and subtract 1d6 from another creature's ability check, skill check, or attack roll. You and that creature must share a language and be able to hear each other.

Fiari ^{v2}: Gain 1/6 of a new dealer agent talent.

Goblin: Gain 1/6 of a new field agent talent.

Half-Orc: Add +1/4 knockout per day (max +2).

Human: Add a +1/2 bonus to your result when using drink 'til you're good at it.

Tengu: Gain 1/6 of a new phrasing agent talent.

Vulture-Man ^{v1}: Gain 1/6 of a new scientist agent talent.

Culinarian

Culinarians are food aficionados; battle chefs who travel the world in search of the next best ingredient, technique, or cuisine. They face every challenge with an eye toward developing their skill and use all five of their senses to create edible masterpieces. In the end, every culinarian seeks to bring home a fantastic meal to please their people, kings, and gods alike.

On the shattered worlds, battle chefs have taken on the moniker of culinarian as they seek to build their reputations across different realities while practicing new and savory talents. More than a few culinarians have pooled their resources to open kitchen arenas across the planes where they can compete against each other for fame and glory. Some have even returned to adventuring as a means of finding exotic practices that will give them an edge in culinary battle.

Joining a culinarian brigade can be a challenge for some. It doesn't pay well to start, and there are few willing to share the secrets they worked so hard to learn themselves. Because of this, new culinarians often focus on one type of cuisine before expanding their repertoire.

Role: Culinarians take advantage of their keen eye, sharp palate, and deft skills with cutlery and other tools to bring enemies low. When their allies are in need of help, culinarians provide aid with morale and health-improving dishes.

Alignment: Any.

Hit Die: d8.

Starting Wealth: 1d6 x 10 gp (average 35 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The culinarian's class skills are Appraise (Int), Climb (Str), Craft (Int), Handle Animal (Cha), Knowledge (geography), Knowledge (local), Knowledge (nature), Knowledge (nobility), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

Class Features

All of the following are class features of the culinarian.

Weapon and Armor Proficiency: A culinarian is proficient with all simple and martial weapons, light armor, and shields (except tower shields).

Table: Culinarian

Base						Chef	Meals
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special		
1st	+0	+2	+0	+0	Chef de partie, culinary study, mise en place, recipes	—	2
2nd	+1	+3	+0	+0	Poison resistance +2, woodland stride	—	4
3rd	+2	+3	+1	+1	Mundane food expertise, poison use	—	6
4th	+3	+4	+1	+1	Chef de partie	—	8
5th	+3	+4	+1	+1	mise en place (type I), poison resistance +4	—	10
6th	+4	+5	+2	+2	Sous chef	+2/+2	12
7th	+5	+5	+2	+2	Damage reduction 1/–, track	+3/+3	14
8th	+6/+1	+6	+2	+2	Chef de partie, poison resistance +6	+4/+4	16
9th	+6/+1	+6	+3	+3	Mundane food mastery	+4/+4	18
10th	+7/+2	+7	+3	+3	Damage reduction 2/–, mise en place (type II)	+5/+5	20
11th	+8/+3	+7	+3	+3	Chef de cuisine, poison immunity	+6/+6/+1	22
12th	+9/+4	+8	+4	+4	Swift tracker	+7/+7/+2	24
13th	+9/+4	+8	+4	+4	Damage reduction 3/–	+7/+7/+2	26
14th	+10/+5	+9	+4	+4	Chef de partie	+8/+8/+3	28
15th	+11/+6/+1	+9	+5	+5	mise en place (type III)	+9/+9/+4	30
16th	+12/+7/+2	+10	+5	+5	Chef de mondiale, damage reduction 4/–	+10/+10/+5/+0	32
17th	+12/+7/+2	+10	+5	+5	Quarry	+10/+10/+5/+0	34
18th	+13/+8/+3	+11	+6	+6	Chef de partie	+11/+11/+6/+1	36
19th	+14/+9/+4	+11	+6	+6	Damage reduction 5/–	+12/+12/+7/+2	38
20th	+15/+10/+5	+12	+6	+6	Improved quarry, mise en place (type IV)	+13/+13/+8/+3	40

Recipes: A culinarian creates meals drawn from the culinarian recipe list. She must choose and prepare her meals ahead of time.

To learn to prepare or create a meal, the culinarian must have an Intelligence or Wisdom score equal to at least 10 + the recipe's complexity. The Difficulty Class for a saving throw against a culinarian's meal is 10 + the meal's complexity + the culinarian's Intelligence or Wisdom modifier.

A culinarian can create only a certain number of meals per day. Her base daily allotment of meal slots is given on Table: Culinarian. In addition, she can prepare additional meals as a chef de partie (see below).

A culinarian may know any number of recipes. She must choose and prepare her meals ahead of time by getting 8 hours of sleep and spending 1 hour studying her cookbook. While studying, the culinarian decides which meals to prepare and organizes her ingredients so that she can access them quickly throughout the day.

Cookbook: Every culinarian begins play with a cookbook containing a number of complexity 1 recipes equal to 3 + her Intelligence modifier. A cookbook is identical to a spellbook, except that it contains battle chef or culinarian recipes, rather than spells. At each new level, the culinarian adds two new meals of any complexity that she can create (up to half her culinarian level) to her cookbook. See the section on Cuisine for further details.

Chef de Partie (Ex): A culinarian can choose to specialize in one station within her brigade as a chef de partie, gaining additional recipes and techniques based on that station. This choice must be made at 1st level, and once made, it cannot be changed. A culinarian that does not select a station acts as a roundsman—someone who fills in as needed on all of the stations, rather than having a specific job—instead. A full list of stations can be found at the end of this section.

A culinarian that chooses to specialize in one station must select two other stations in which she has no training, representing skills sacrificed in one area of food preparation to gain mastery in another. A culinarian who prepares recipes from



Recipes and Flavor Profiles

The original battle chef offered several types of recipes that the culinarian has pared down into the flavor profiles presented here. When preparing her meals, a culinarian can substitute the following for her flavor profile as an exotic ingredient that adds +2 to the meal's saving throw DC without changing its complexity. The culinarian can only gain the bonus once per meal at 1st level, or twice per meal (for a total +4 bonus) when she becomes a sous chef (usually at 6th level).

Flavor Profile	Alternative (Example)
Bitter	Healthy (artichokes, arugula, cauliflower)
Salty	Fishy (anchovy)
Sour	Pungent (grapefruit)
Spicy	Minty (spearmint), peppery (habanero)
Sweet	Fatty (bacon)
Temperature	Alcoholic (tequila, wine)
Texture	Filling (bread crumbs and olive oil)
Umami	Savory (beans, eggplant, mushrooms)

the stations in which she lacks training must use two meal slots of that level to prepare the recipe. For example, a culinarian without training as a pastry chef must expend two of her available meal slots to prepare a tart. In addition, a chef de partie takes a -4 penalty on any skill checks made when preparing a recipe from a station in which she lacks training. A roundsman can prepare recipes from any station without restriction.

Each station teaches the culinarian a few special techniques. In addition, chefs de partie can prepare 1 additional meal slot per 2 culinarian levels. Each day, a culinarian can prepare a meal from her chosen station in that slot. This recipe must be in the culinarian's cookbook. A culinarian can select a recipe modified with an exotic ingredient to prepare in her station slot. Roundsmen do not receive additional meal slots.

Culinary Study (Ex): A culinarian adds her Intelligence modifier to Profession (cook) skill checks in addition to her Wisdom modifier.

Mise en Place (Su): As battle chefs, culinarians are masters of creating meals in the heat of battle. The culinarian achieves this by keeping everything she needs for her recipes within a magical hot pot that acts as her all-in-one cold box, fryer, oven, pantry, and stove top.

At 1st level, a culinarian's hot pot can store ingredients as the large pouch of a handy haversack (8 cubic feet or 80 lbs). Beginning at 5th level, it counts as a bag of holding type I instead. At 10th, 15th, and 20th level, the hot pot increases to the next type of bag of holding (II, III, and IV, respectively). Because exotic ingredients can be almost anything, the culinarian knows what constitutes an ingredient for one of her recipes, but the Gamemaster has final say on whether it counts.

Creating a Meal: As a standard action, a culinarian with at least 1 weapon drawn can set down her hot pot and declare what meal she is creating by adding the first of that meal's flavor profiles to the hot pot. If there is an enemy within range of her weapon, the culinarian can also make an attack against that creature as part of the same action. This does not draw attacks of opportunity.

After a culinarian has started creating a meal, she can use her standard action each round to continue adding the flavor profiles in the order listed with that meal. Once all of a meal's flavor profiles are added, she can either continue adding additional ingredients in any order for greater effect or declare the meal complete as a free action. For each ingredient she adds to a

dish, the culinarian can also make an attack against an enemy within range of the weapon she is wielding.

Completing a Meal: Once a meal is declared complete, the culinarian determines how many servings she has of that meal to consume or distribute. She then has a few options:

- She can consume the meal as part of a move action.
- She can distribute servings to her allies as part of a move action or feed them as a standard action (as if the serving were a potion). Her allies can also take and eat a serving from the culinarian's hot pot as part of a move action on their turns.
- She can deliver servings to an enemy with a melee touch attack as a standard action.

Space and Movement: A culinarian must be within reach of her hot pot to add ingredients to it. While creating a meal, she can use a swift action to pick up her hot pot and a move action to move up to half her speed without the risk of ruining the meal.

Concentration: If a culinarian is able to make attacks on her turn, she can add ingredients to her meal instead. If she ends her turn without placing at least 1 ingredient into her hot pot or moves more than half her speed while carrying it, she must succeed at a Profession (cook) check DC 15 + the meal's complexity to avoid ruining the meal. Vigorous motion requires the same check, while violent motion and violent weather increase the DC by 5.

Poison Resistance (Ex): At 2nd level, a culinarian gains a +2 bonus on all saving throws against poison because she has been on the receiving end of bad or improperly cooked meals. This bonus increases to +4 at 5th level, and then again to +6 at 8th level. At 11th level, a culinarian becomes completely immune to poison.

Woodland Stride (Ex): By 2nd level, a culinarian has already traveled far and wide; braving forests, mountains, and swamps in search of the ingredients they use to make masterful meals. The culinarian may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Magically manipulated thorns, briars, and overgrown areas to impede motion, however, still affect her.

Mundane Food Expertise (Ex): At 3rd level, a culinarian is so talented at making fine cuisine while also doing battle that normal food preparation becomes increasingly simple. Ordinary meals a culinarian prepares when not in combat are always of good quality, and she can prepare a banquet meal in half the time (around 1 hour instead of 2). For each creature with at least 1 rank in Profession (cook) aiding her, the culinarian can reduce the time to prepare a banquet meal by an additional 5 minutes because those creatures will have already started the meal cooking before the culinarian stepped in. This cannot reduce the preparation time to less than 10 minutes without magical assistance, which a majority of culinarians abhor.

Finally, when using Profession (cook) checks to earn income, the culinarian earns gold pieces equal to the result of her check each week.

Poison Use (Ex): At 3rd level, a culinarian has learned to recognize some ingredients can be deadly to the touch, when prepared incorrectly, or when not counteracted by something else during preparation. This makes it easier when she wishes to poison something or somebody intentionally because the culinarian can no longer accidentally poison herself when applying or using poison.

Sous Chef (Su): At 6th level, a culinarian can create her meals with better precision and timing. As a full-round action, she can begin a new meal or continue a meal she has already started, adding 2 ingredients to the meal instead of one. This also allows the culinarian to make up to 2 attacks at her highest attack bonus against creatures within reach of her weapon. If she chooses to make more than one attack, all attacks made in this way are at a -2 penalty. See “chef attacks” on Table: Culinarian for easy reference. The culinarian can take one 5-foot-step at any time during her full-round action.

Damage Reduction (Ex): At 7th level, countless bruises, cuts, and punctures have hardened a culinarian to pain. She gains Damage Reduction 1/–, reducing damage taken from any bludgeoning, piercing, or slashing weapon by 1, to a minimum of 0. This Damage Reduction improves by +1 at 10th level, and every 3 levels thereafter, to a maximum of DR 5/– at 19th level.

Track (Ex): At 7th level, hunting down ingredients teaches a culinarian to watch for small changes to an area in much the same way a ranger hunts her targets. The culinarian adds half her level (minimum 1) to Survival skill checks made to follow tracks.

Mundane Food Mastery (Ex): At 9th level, a culinarian has surpassed the average chef in matters of ordinary food preparation. Any meal eaten within 50 feet of a culinarian is automatically of good quality if she had any say in its preparation (such as suggesting the inclusion of a spice or stirring technique).

In addition, the culinarian can prepare a banquet meal with the aid of one other creature in 30 minutes (additional creatures still reduce the time by 5 minutes each, to a minimum of 10 minutes). When using Profession (cook) checks to earn income, the culinarian earns gold pieces equal to the result of her check each day, rather than each week.

Chef de Cuisine (Su): At 11th level, a culinarian’s timing when creating meals is nigh perfect. When she uses a full-round action to begin or continue a meal, she can add up to 3 ingredients and make up to 3 attacks at her highest attack bonus. The third attack made in this way is at an additional -5 penalty (-7 total).

Swift Tracker (Ex): Beginning at 12th level, a culinarian can spot a sprig of mint in a patch of clover as easily as she can locate a goat climbing a mountainside for its milk. She can move at her normal speed while using Survival to follow tracks without taking the normal -5 penalty. She takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Chef de Mondiale (Su): At 16th level, a culinarian has legendary precision when creating meals during combat. When she uses a full-round action to begin or continue a meal, she can add up to 4 ingredients and make up to 4 attacks at her highest attack bonus. The fourth attack made in this way is at an additional -5 penalty (-12 total).

Quarry (Ex): At 17th level, a culinarian knows exactly how to track down a rare creature or ingredient she seeks after getting close to it. She can, as a standard action, denote one target within her line of sight as her quarry. Whenever she is following the tracks of her quarry, a culinarian can take 10 on her Survival skill checks while moving at normal speed, without penalty. In addition, she receives a +2 insight bonus on attack rolls made against her quarry, and all critical threats are automatically confirmed against it. A culinarian can have no more than one quarry at a time. She can dismiss this effect at any time as a free action, but she cannot select a new quarry for 24 hours. If the culinarian sees proof that her quarry is dead, she can select a new quarry after waiting 1 hour.

Improved Quarry (Ex): At 20th level, the culinarian’s ability to hunt her quarry improves. She can now select a quarry as a free action, and can now take 20 while using Survival to track her quarry, while moving at normal speed without penalty. Her insight bonus to attack her quarry increases to +4. If her quarry is killed or dismissed, she can select a new one after 10 minutes have passed.

Chef de Partie Stations

The following stations are available to all chefs de partie. When choosing a station in which to specialize, the culinarian also picks 2 stations in which she lacks training. When preparing her meals for the day, a culinarian must use 2 meal slots to prepare a meal from a station in which she lacks training.

Boucher

Butcher chefs prepare meats such as beef, chicken, or pork. When specialized as a boucher, the culinarian gains the following.

At 4th level, and again at 8th, 14th, and 18th level, the boucher gains a bonus combat feat of her choice. She also counts half her total culinarian level as her fighter level for the purpose of qualifying for feats. If she has levels in fighter, these levels stack.

The boucher can apply the benefits of feats such as Cleave and Vital Strike when she uses her standard action to begin or continue a meal as if she were activating those feats with the standard action. She qualifies for Vital Strike when she gains sous chef at 6th level, Improved Vital Strike when she gains chef de partie at 11th level, and Greater Vital Strike when she gains chef de mondiale at 16th level.

Entremetier

Vegetable chefs prepare vegetables, soups, starches, and eggs. When specialized as an entremetier, the culinarian gains the following.

At 4th level, an ally that consumes an entremetier’s meal gains a +2 bonus on initiative checks for up to 1 hour per culinarian level (divided between all creatures consuming the meal). This bonus increases by +2 at 8th, 14th, and 18th level.

Friturier

Fry chefs prepare fried food. When specialized as a friturier, the culinarian gains the following.

At 4th level, an enemy that fails its save against a friturier’s meal has its speed halved for 1 round per culinarian level (divided between all creatures consuming the meal). At 8th level, the enemy is slowed for 1 round, then its speed is halved as above. At 14th level, the enemy is slowed for 1 round per culinarian level, then its speed is halved as above. At 18th level, the enemy is paralyzed for 1 round, then slowed as above, then its speed is halved as above.

Garde Manger

Pantry chefs prepare cold dishes, such as ceviche and pâtés. When specialized as a garde manger, the culinarian gains the following.

At 4th level, a garde manger wielding any non-magical flail or hammer grants that weapon a +1 enhancement bonus for as long as she wields it (a thrown weapon’s enhancement lasts until after the attack is complete). At 8th level, the weapon also gains the corrosive or shock weapon property. At 14th level, it also gains corrosive burst or shocking burst. At 18th level, it gains all of the above.

Grillardin

Grill chefs prepare grilled food. When specialized as a grillardin, the culinarian trades proficiency with shields for firearms. She also gains the following.

At 4th level, a grillardin gains a favored enemy of his choice. This functions as the ranger class feature. The grillardin gains additional favored enemies at 8th, 14th, and 18th level.

Patissier

Pastry chefs prepare baked goods, pastries and desserts. When specialized as a patissier, the culinarian gains the following.

At 4th level, allies consuming a patissier's meal gain a +1 dodge bonus to their AC and increase their movement by 10 feet for 1 round per culinarian level (divided between all creatures consuming the meal). At 14th and 18th level, they increase their movement by an additional +10 feet, to a maximum of +30 feet at 18th level.

At 8th level, allies consuming a patissier's meal can make 1 additional attack at their highest attack bonus as part of a full attack action. A culinarian who consumes the patissier's meal can add 1 extra ingredient and make 1 extra attack at her highest attack bonus when she uses a full-round action to begin or continue a meal.

These effects count as a non-magical *haste* effect. They do not stack.

Rotisseur

Roast chefs prepare roasted food as well as their associated rubs and sauces. When specialized as a rotisseur, the culinarian gains the following.

At 4th level, a rotisseur wielding any non-magical polearm or spear grants that weapon a +1 enhancement bonus for as long as she wields it (a thrown weapon's enhancement lasts until after the attack is complete).

At 8th level, the weapon also gains the flaming or ghost touch weapon property. At 14th level, it also gains disruption or flaming burst. At 18th level, it gains all of the above.

Roundsman

Chefs de tournant have no special training in any given station, but can create meals from all stations with equal skill. They also gain the following.

At 4th level, and again at 8th, 14th, and 18th level, the roundsman gains a bonus culinarian feat of her choice. She can also take 10 on Survival checks to butcher meat or search for ingredients, and on Profession (cook) checks to create stock.

Saucier

Sauté chefs prepare sautéed food and the sauces and gravies that accompany other dishes. When specialized as a saucier, the culinarian trades proficiency with shields for 1 double or monk weapon of her choice. She also gains the following.

At 4th level, allies consuming a saucier's meal treat any weapon they wield as magic for the purpose of overcoming the damage reduction of creatures. This lasts for 10 minutes per culinarian level (divided between all creatures consuming the meal). At 8th level, their weapons also count as cold iron and silver. At 14th level, their weapons also count as an alignment of the culinarian's choice. At 18th level, their weapons also count as adamantine.

Culinarian Favored Class Bonuses

Atlantean²⁰¹⁸ and Dwarf: The culinarian can add + 1/6 of a salty ingredient when she begins or continues a meal as part of a full-round action. If she does, she can also make an extra attack with a -5 penalty.

Elf and Halfling: The culinarian can add + 1/6 of a sweet ingredient when she begins or continues a meal as part of a full-round action. If she does, she can also make an extra attack with a -5 penalty.

Fiari^{v2} and Tiefling: The culinarian can add + 1/6 of a spicy ingredient when she begins or continues a meal as part of a full-round action. If she does, she can also make an extra attack with a -5 penalty.

Goblin: The culinarian can add + 1/6 of a temperature ingredient when she begins or continues a meal as part of a full-round action. If she does, she can also make an extra attack with a -5 penalty.

Half-Orc and Mushroom Leshy^{v1}: The culinarian can add + 1/6 of an umami ingredient when she begins or continues a meal as part of a full-round action. If she does, she can also make an extra attack with a -5 penalty.

Human: The culinarian can add + 1/6 of a texture ingredient when she begins or continues a meal as part of a full-round action. If she does, she can also make an extra attack with a -5 penalty.

Intern

Concept by Anthony DeGidio.

Have you ever wondered what it's like to do all of the gruntwork? How would you like to BE the one running errands, unlocking teeth-filled chests and doors with poisoned needles, checking for traps, and never getting any of the credit? Then you, my friend, should play an intern!

Interns are a crucial part of any efficient, money-conscious team of adventurers. They go to the trouble of killing that last bugbear after the party's killed the rest. Carry the party's equipment and make sure it's clean and properly distributed once you get back to town. All for nothing more than the knowledge that you're probably appreciated by at least one of your allies. It's the perfect job for a fledgling adventurer just out of adventurer's college (You were told that's a thing when you forked over the deed to your family farm for tuition, anyway).

Life as an intern can be pretty dangerous, even when you're not the first one jumping into the unreasonably clear pool of liquid. Interns backstab each other at every opportunity, vying for recognition and a chance to get brought on permanently.

Role: Interns do their best work when only their finished work is seen. They try not to take too much credit or become too obvious as to show up one of the real adventurers in their party. If they can survive long enough, they might even earn a paying gig somewhere down the road.

Note: The intern is an alternate class for the unchained rogue class.

Alignment: Any.

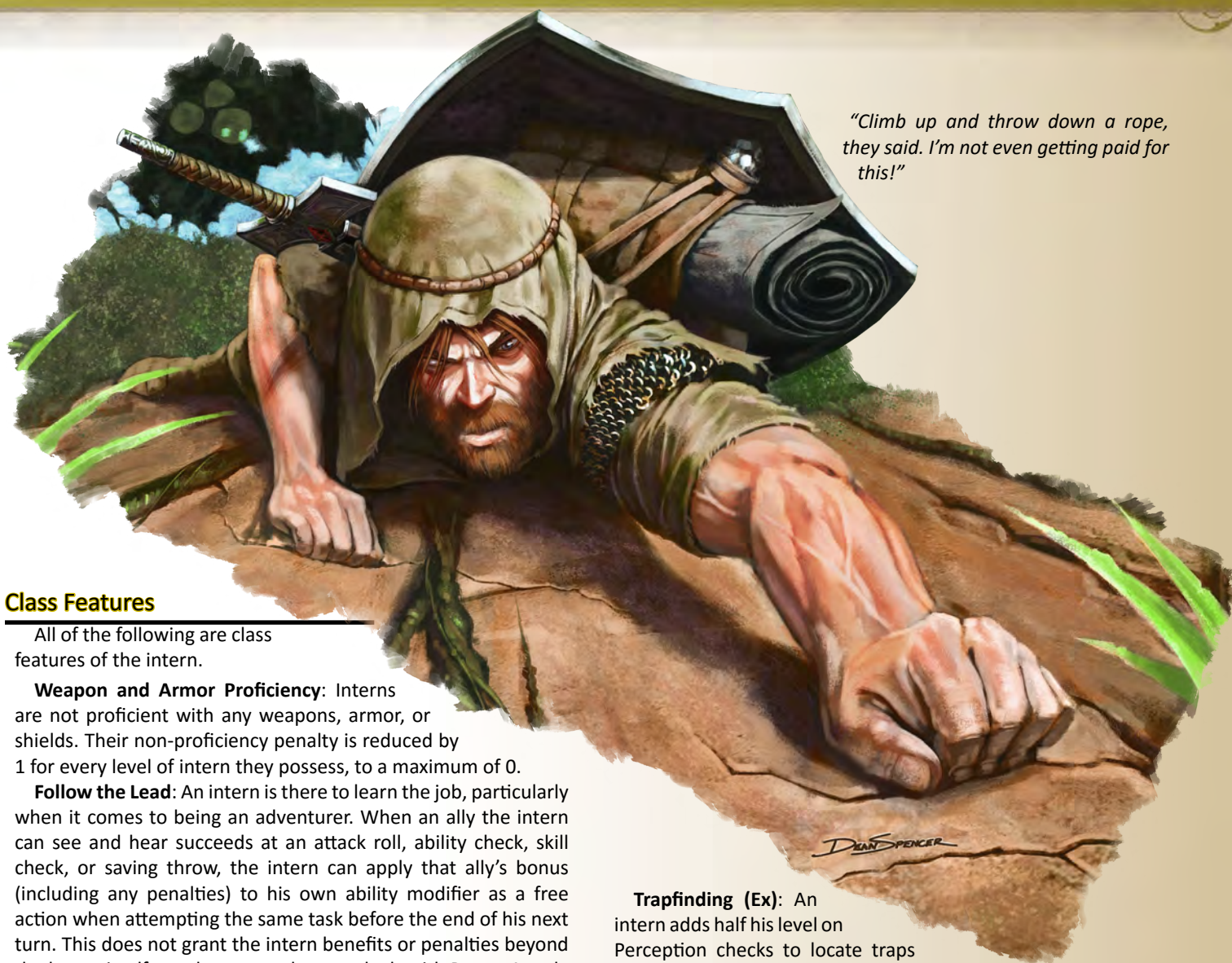
Hit Die: d6.

Starting Wealth: 1d6 x 10 gp (average 35 gp). The intern is responsible for purchasing his own starting outfit.

Class Skills

The intern's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Handle Animal (Cha), Knowledge (dungeoneering) (Int) Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 8 + Int modifier.



"Climb up and throw down a rope, they said. I'm not even getting paid for this!"

Class Features

All of the following are class features of the intern.

Weapon and Armor Proficiency: Interns are not proficient with any weapons, armor, or shields. Their non-proficiency penalty is reduced by 1 for every level of intern they possess, to a maximum of 0.

Follow the Lead: An intern is there to learn the job, particularly when it comes to being an adventurer. When an ally the intern can see and hear succeeds at an attack roll, ability check, skill check, or saving throw, the intern can apply that ally's bonus (including any penalties) to his own ability modifier as a free action when attempting the same task before the end of his next turn. This does not grant the intern benefits or penalties beyond the bonus itself—such as extra damage dealt with Power Attack, or a penalty to AC when charging or using Cleave—unless he also has the ability or uses the same action.

For example, if Bud the barbarian rages and attacks an owlbear with Power Attack, his bonus to hit becomes 8 + his Strength modifier. If his attack hits and Tony the intern can see him do it, Tony's next attack is made at 8 + his ability modifier, but he gains none of the other penalties or benefits such as increased damage. If Tony also has Power Attack, he gains the appropriate bonus to damage for his level without also subtracting from his attack roll (since Bud's attack already did that).

Team Fit: Every intern hopes to get picked for the perfect adventuring group. To do so, they strive to learn complimentary skills. At 1st level, an intern gains a competence bonus equal to half his intern level (minimum 1) on untrained skill checks when he makes those checks alone.

Trapfinding (Ex): An intern adds half his level on Perception checks to locate traps and on Disable Device checks (minimum +1). An intern can use Disable Device to disarm magic traps.

Table: Intern

	Base					
	Attack	Fort	Ref	Will		
Level	Bonus	Save	Save	Save	Special	Pay
1st	+0	+0	+0	+0	Follow the lead, team fit, trapfinding	—
2nd	+1	+0	+0	+0	Build competency	—
3rd	+1	+1	+1	+1	Responsible +1, individual development plan	—
4th	+2	+1	+1	+1	Build competency, self-paced study	—
5th	+2	+1	+1	+1	Action-oriented, gap analysis	—
6th	+3	+2	+2	+2	Build competency, responsible +2	—
7th	+3	+2	+2	+2	Job shadowing (30 feet)	—
8th	+4	+2	+2	+2	Build competency	—
9th	+4	+3	+3	+3	Responsible +3	—
10th	+5	+3	+3	+3	Build competency	—
11th	+5	+3	+3	+3	Secondment	—
12th	+6/+1	+4	+4	+4	Advanced competencies, responsible +4	—
13th	+6/+1	+4	+4	+4	Job shadowing (60 feet)	—
14th	+7/+2	+4	+4	+4	Build competency	—
15th	+7/+2	+5	+5	+5	Responsible +5	—
16th	+8/+3	+5	+5	+5	Build competency	—
17th	+8/+3	+5	+5	+5	Job rotation	—
18th	+9/+4	+6	+6	+6	Build competency, responsible +6	—
19th	+9/+4	+6	+6	+6	Job shadowing (100 feet)	—
20th	+10/+5	+6	+6	+6	Build competency, experienced intern	—

Build Competency (Ex): At 2nd level, and every even level thereafter, an intern can choose 1 class skill he possesses, other than Disable Device and Perception. He gains a competency bonus on checks made with that skill equal to half his intern level.

At 12th level, and every even level thereafter, an intern can instead choose a skill in which he already has build competency. He gains the skill unlock powers for that skill as appropriate for his number of ranks in that skill.

Responsible (Ex): At 3rd level, an intern is given additional responsibilities within his group. He gains Expert Packing Method as a bonus feat, and his allies gain a +1 morale bonus on the next skill check they make after the intern spends at least 2 full rounds helping them to prepare (this time can be spent in the morning, when a wizard would prepare his spells). This bonus increases by +1 at 6th level and every 3 levels thereafter, to a maximum of +6 at 18th level.

Individual Development Plan: At 3rd level, an intern can choose a class ability possessed by one of his allies at the beginning of each day. While he is within 10 feet of that ally and able to see and hear them, the intern can use the chosen ability a number of times per day up to half his intern level + his Intelligence modifier as if he were a member of the same class.

If an intern chooses the ability to cast spells, he can only cast spells he has seen his chosen ally cast since the last time that ally regained spells.

If the ability learned with individual development plan is already limited, the intern uses whichever is the lower value. For example, a 3rd-level intern could gain smite 1/day, sneak attack +2d6, or cast *burning hands*, provided his ally has cast that spell recently.

Self-Paced Study (Ex): At 4th level, an intern meets the class and class feature prerequisites of feats. He only gains the benefits of that feat while he has the class feature, such as with individual development plan or secondment (see below). When he doesn't have the prerequisite class feature, the intern gains the benefits of and counts as having the feat Improved Initiative instead.

Action-Oriented (Ex): At 5th level, an intern that observes one of his allies use a full-attack action can mimic that action exactly on his next turn if the weapons he wields would allow him to do so. The intern uses his ability scores in place of that ally's.

Gap Analysis (Ex): At 5th level, when an ally the intern can see and hear fails an attack roll, ability check, skill check, or saving throw, the intern can use follow the lead to attempt the same task before the end of his next turn with a bonus equal to his Intelligence modifier.

Job Shadowing (Su): At 7th level, an intern can use the ability he gained with individual development plan while standing no more than 30 feet from his ally. The intern must still be able to see and hear his ally the first time he or the ally uses that ability during the day.

The distance at which the intern can stand away from his chosen ally increases to 60 feet at 13th level, and 100 feet at 19th level.

Secondment (Ex): At 11th level, the intern can choose 1 class in which neither he nor his allies have levels. He can choose a non-spellcasting ability from that class as his individual development plan each morning. Classes with progressive abilities (such as uncanny dodge, bloodline powers, or cleric domains) grant the highest progression available to a character of that level.

The intern is allowed to choose an unchained rogue's sneak attack or finesse training with secondment if none of his allies are members of another class that counts as rogue.

Job Rotation (Ex): At 17th level, an intern can change his individual development plan from one ally to another (or to his secondment) as a full-round action once per day. If the new ally is a spellcaster, the intern can cast any spells that ally has cast since the start of the day.

Experienced Intern (Ex): At 20th level, an intern has mastered his job. He chooses one 20th level class feature from any of his allies classes (or his secondment) and gains that feature permanently.

Intern Favored Class Bonuses

Dwarf: Add a +½ bonus on Disable Device checks regarding stone traps and a +½ bonus to trap sense regarding stone traps.

Gnome: Add a +1 bonus on Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and other magical writings.

Half-Orc: Treat the intern's Strength as +1/4 higher for the purpose of determining carrying capacity.

Human: Gain +1/6 of a new rogue talent for which the intern qualifies.

Premium Character

Concept by Paul Vincent Hughes. Rules and Disclaimers

Eligibility: Players of the premium character class and their immediate families (spouse, parents, children, siblings) are eligible for all downloadable content. The class is open to persons 13 years of age or older, with guardian's permission.

Player accepts responsibility for entertainment and fun when installing DLC, meeting the requirements of said DLC. Some DLC may not be compatible between options.

General conditions and exclusions apply. Not valid in some states of the USA. All rights reserved.

Role: MSRP \$17.99 USD. Thank you for choosing the premium character class. We hope you enjoy your selected subscription plan and the downloadable content. For all physical returns, please send your copy of this content to our main office, as well as your proof of purchase from a valid retailer and a \$38.00 USD processing fee. Refund subject to shipping and handling.

Alignment: Any.

Hit Die: d10.

Parent Classes: The premium character is a hybrid of the heir apparent and the class to which she is subscribed.

Starting Wealth: 5d6 x 10 gp (average 175 gp).

Class Skills

The premium character's class skills are Appraise (Int), Craft (Int), Linguistics (Int), Profession (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are class features of the premium character.

Weapon and Armor Proficiency: Premium characters are proficient with all simple weapons, but not with any type of armor or shield.

Character Boost (Ex): When a premium character first buys into this class, she increases one ability score of her choice by +2. This cannot increase that ability score higher than 20 at 1st level, +1 per four character levels thereafter (21 at 4th level, 22 at 8th, and so on).

At 4th level, and every 4 levels thereafter, a premium character can increase an ability score of her choice by +1, to the maximums stated above. This increase is applied after the increase every character gets at these levels.

Table: Premium Character

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	DLC Packs	Get Your Money's Worth
1st	+1	+0	+0	+2	Character boost, get your money's worth, subscription plan	–	30 gp
2nd	+2	+0	+0	+3	Pay to win (1,250 gp)	–	100 gp
3rd	+3	+1	+1	+3	Subscription plan	–	300 gp
4th	+4	+1	+1	+4	Character boost, in-game cash shop	–	600 gp
5th	+5	+1	+1	+4	Copper subscription	1	1,050 gp
6th	+6/+1	+2	+2	+5	Pay to win (3,375 gp)	1	1,600 gp
7th	+7/+2	+2	+2	+5	Subscription plan	1	2,350 gp
8th	+8/+3	+2	+2	+6	Character boost	1	3,300 gp
9th	+9/+4	+3	+3	+6	Silver subscription	1	4,600 gp
10th	+10/+5	+3	+3	+7	In-game cash shop, pay to win (10,125 gp)	2	6,200 gp
11th	+11/+6/+1	+3	+3	+7	Subscription plan	2	8,200 gp
12th	+12/+7/+2	+4	+4	+8	Character boost	2	10,800 gp
13th	+13/+8/+3	+4	+4	+8	Gold subscription	2	14,000 gp
14th	+14/+9/+4	+4	+4	+9	In-game cash shop, pay to win (26,125 gp)	2	18,500 gp
15th	+15/+10/+5	+5	+5	+9	Subscription plan	3	24,000 gp
16th	+16/+11/+6/+1	+5	+5	+10	Character boost	3	31,500 gp
17th	+17/+12/+7/+2	+5	+5	+10	Platinum subscription	3	41,000 gp
18th	+18/+13/+8/+3	+6	+6	+11	Pay to win (38,250 gp)	3	53,000 gp
19th	+19/+14/+9/+4	+6	+6	+11	Subscription plan	3	68,500 gp
20th	+20/+15/+10/+5	+6	+6	+12	Character boost, in-game cash shop	4	88,000 gp

Get Your Money's Worth (Ex): A premium character always begins play at the highest level available to her party. She recovers negative levels or Constitution damage taken as a result of being returned to life at a rate of 1/day. Once per premium character level, the premium character is returned to life when she dies, as the *raise dead* spell. This costs 1/10th of her wealth by character level (30 gp at character level 1st, see Table: Premium Character). This occurs automatically at the start of the premium character's next turn if she has the gold.

If returning to life would place a premium character in a scenario where she would die again within 1 round, the premium character can choose to return to life at the nearest town or safe location at which she last camped.

Subscription Plan: At 1st level, a premium character chooses one class in which she does not already have levels and gains the associated benefits. That class becomes the premium character's subscribed class. At 3rd level, and again at 7th, 11th, 15th, and 19th level, the premium character gains additional benefits from her subscription plan.

A full list of subscription plan benefits for four of the core classes can be found at the end of this section. For additional class subscription plans, see our online cash shops, or upgrade now to the special edition bundle for all available downloadable content.

Pay to Win (Ex): At 2nd level, a premium character gains her choice of one item worth no more than 1,250 gp, or gold worth half that value. The premium character cannot split the difference, gaining coins back for buying something cheap. If she requests a potion, the premium character receives up to 50 of the same potion. If she requests a spell scroll, she receives up to 5 of the same scroll. A premium character who needs assistance choosing an item can refer to the heir apparent suggested capital expenses for her level or lower.

Whatever the premium character chooses is found lying near her the next morning. Currency gained in this way is contained

in a special chest that always weighs 25 lbs. The chest will not hold anything more than the coins with which it appeared and becomes non-magical as soon as the last coin is removed.

At 6th level, and again at 10th, 14th, and 18th level, a premium character gains additional items or currency, as indicated on Table: Premium Character.

In-Game Cash Shop (Su): At 4th level, a premium character gains supernatural access to an equipment emporium based somewhere on their current plane.

After taking 1 minute to establish a connection to this emporium, the premium character can buy and sell items at a 10% loss on the total value (if a magic item costs 2,000 gp, they can buy it for 2,200 gp or sell it for 800 gp, which is half –10% of the total value). When buying items, the emporium counts as a large town at 4th level, a small city at 10th, a large city at 14th, and a metropolis at 20th level.

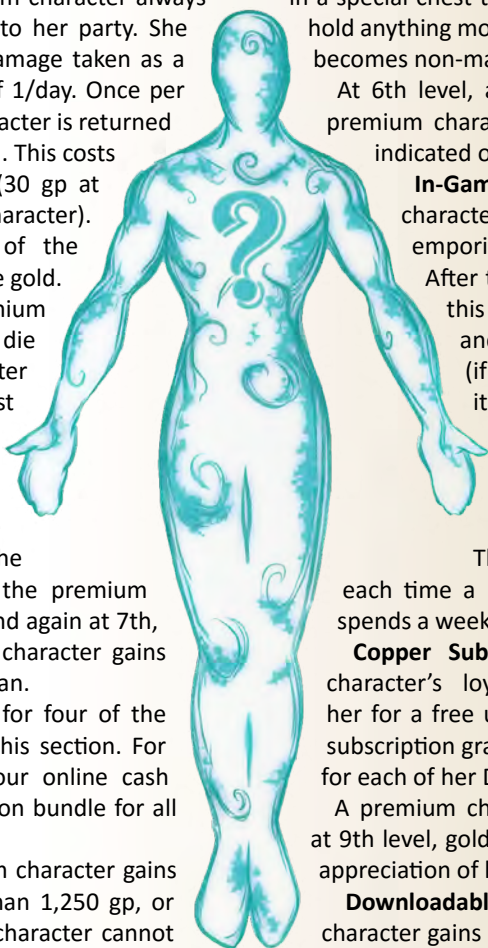
The items available for purchase are refreshed each time a premium character obtains a new level or spends a week during downtime to refresh her connection.

Copper Subscription (Ex): At 5th level, a premium character's loyalty and ongoing subscription qualifies her for a free upgrade to a copper subscription. A copper subscription grants a premium character additional benefits for each of her DLC packs as she installs them (See below).

A premium character's subscription is upgraded to silver at 9th level, gold at 13th level, and platinum at 17th level in appreciation of her continued use of our product.

Downloadable Content: Starting at 5th level, a premium character gains access to specialized, downloadable content that she can purchase and install for use. She can have one pack at 5th level, plus additional packs at the levels indicated under DLC Packs on Table: Premium Character. Once a DLC pack is installed, it cannot be changed.

A list of free downloadable content is available at the end of this section. For additional DLC packs, see our online cash shops, or upgrade now to the special edition bundle for all available downloadable content.



Subscription Plans

Every subscription plan grants a premium character the following benefits.

Premium Appearance (Su): This illusion (glamer) effect changes how the premium character appears to those around her. The premium character can suppress this effect as a free action by wearing a cloak with the hood pulled up, by concentrating, or for the duration of any other illusion (glamer) effect used on her.

A creature wishing to disbelieve a premium character's appearance can do so with a successful Will save (DC 15 + half the premium character's level).

Class Features: A premium character gains certain class features related to her subscription plan. The premium character cannot choose a subscription plan for a class in which she already has levels, nor can you gain levels in a subscribed class later. Any abilities granted by a class feature are keyed off of the premium character's Charisma, even if the subscribed class uses a different ability score.

Cleric

Premium Appearance (Su): A premium cleric's equipment is always emblazoned with the symbol of her religion of choice, but otherwise perfectly suits a member of the clergy she follows. This grants the cleric a bonus on Knowledge (religion) checks equal to half her premium character level as her connection to her own faith grows.

Class Features: At 1st level, a premium cleric adds Heal and Knowledge (religion) to her list of class skills. She also gains proficiency with her deity's favored weapon and light armor.

At 3rd level, a premium cleric can use channel energy as a cleric of her premium character level and alignment. The cleric's channel energy begins at 1d6 and increases to 3d6 at 7th level, 5d6 at 11th, 7d6 at 15th, and 9d6 at 19th.

Fighter

Premium Appearance (Su): A premium fighter's equipment always seems to be of the highest quality, always sharp or polished as necessary, and never lacking for an honorable appearance. This grants the fighter a bonus on Perception checks equal to half her premium character level as her attention to detail rarely sways.

Class Features: At 1st level, a premium fighter gains proficiency with one martial weapon of her choice as well as light and medium armor and shields.

At 3rd level, and again at 7th, 11th, 15th, and 19th level, a premium fighter gains a bonus combat feat of her choice as a fighter of her premium character level.

Rogue

Premium Appearance (Su): A premium rogue's equipment always appears to fit the current situation, somewhere between beggar and noble, even if it probably shouldn't. This grants the rogue a bonus on Diplomacy checks equal to half her premium character level as she can use it to turn a situation to her advantage.

Class Features: At 1st level, a premium rogue adds Bluff, Disable Device, Sleight of Hand, and Stealth to her list of class skills. She also gains 2 additional skill ranks per premium character level.

At 3rd level, a premium rogue gains trapfinding and finesse training as an unchained rogue of her level. At 7th level, and again at 11th, 15th, and 19th level, she gains sneak attack +1d6.

Wizard

Premium Appearance (Su): A premium wizard's equipment always appears wizened from years of study and practice, with little bits of magic flickering around it like static always ready to leap out and sting those who get too close. This grants the wizard a bonus on Spellcraft checks equal to half her premium character level as she sees the interactions of magic when they occur.

Class Features: At 1st level, a premium wizard adds Knowledge (arcana) and Spellcraft to her list of class skills. She also learns *detect magic*, *read magic*, and two additional 0-level wizard spells of her choice. The premium wizard can cast these spells at will as spell-like abilities.

At 3rd level, a premium wizard can use scrolls and wands containing wizard spells that a wizard of her premium character level could cast. When buying those scrolls and wands, a premium wizard always pays half price, and she can obtain any combination of scrolls and wands when using pay to win.

In addition, a premium wizard gains 1 free wand or up to 3 free scrolls meeting the above requirements at 3rd, 7th, 11th, 15th, and 19th level. These items only work when used by the premium wizard or when used on the premium wizard by one of her allies.

Free Downloadable Content Packs

The following downloadable content is free to all premium players. Some DLC requires a specific subscription plan to function. This will be noted in the fine print of the DLC itself. DLC does not stack with itself, so downloading it more than once only takes up additional space.

Premium Adventurer's Pack

Copper Subscription: You gain a special bag of holding that contains 1,500 gp of random items. Each time you pull a non-magical item out of the bag worth no more than the remaining value, subtract that item's value from the total until you run out, at which point the bag reverts to a bag of holding type 1.

Silver Subscription: The bag becomes type II and contains up to 8,750 gp of additional random items. You have a 5% chance per premium character level of drawing out a requested magic item whose value is no more than the remaining total. If you fail, you cannot try for that specific item again until you gain a premium character level.

Gold Subscription: The bag becomes type III and contains up to 25,100 gp of additional random items.

Platinum Subscription: The bag becomes type IV and contains up to 67,650 gp of additional random items.

Premium Armored Caster Pack

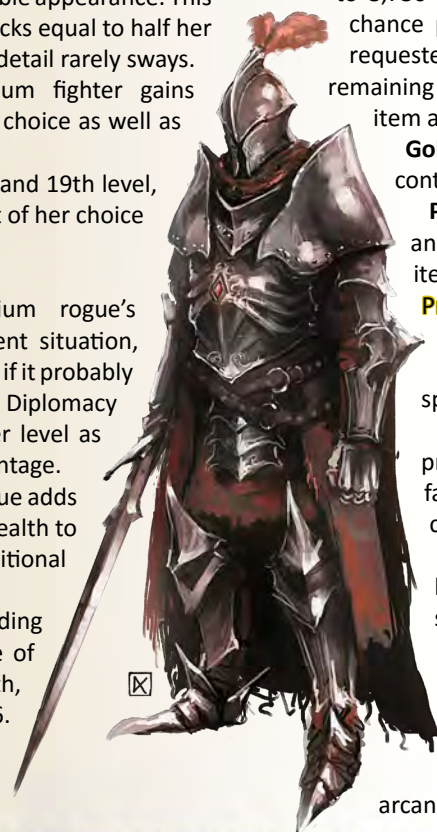
You must have proficiency with light, medium, or heavy armor and at least one arcane spellcasting pack to install this DLC.

Copper Subscription: When casting arcane premium character spells, reduce the arcane spell failure chance of armor you wear by 10% when casting 1st-level or lower arcane spells.

Silver Subscription: Reduce arcane spell failure by 15% when casting 2nd-level or lower arcane spells.

Gold Subscription: Reduce arcane spell failure by 20% when casting 3rd-level or lower arcane spells.

Platinum Subscription: Reduce arcane spell failure by 25% when casting 4th-level or lower arcane spells.



Archetypes

and class options

Premium Cash Pack

Copper Subscription: You gain the full amount when choosing gold with pay to win, and you get the remaining gold for any you already chose. You can also buy or sell items with your in-game cash shop at an 8% loss. This decreases to 6% with silver subscription, 4% with gold, and 2% with platinum.

Premium Combatant Pack

Copper Subscription: You are proficient with all martial weapons and either one armor of your choice (in order light, medium, heavy) or shields. If you are already proficient with shields, you can choose Tower Shield Proficiency instead. You also gain your choice of armor or weapon training, as the fighter features. You can choose armor or weapon training again with a silver subscription, gold subscription, and platinum subscription.

Premium Rouge Pack

Copper Subscription (Sp): You can cast *vanish* a number of times per day equal to your Charisma modifier, but only when wearing a majority of red equipment or hiding among primarily red objects or creatures.

Silver Subscription (Ex): Whenever you confirm a critical hit, you also deal stacking 1d6 bleed damage to the target. Bleeding can be stopped by a DC 15 Heal check or through the application of any spell that cures hit point damage. With a platinum subscription, you deal 1d6 bleed damage on a hit and 2d6 when you confirm a critical hit.

Gold Subscription (Su): You can concentrate as a full-round action to see through red objects and creatures as if they were invisible. You can do this for a number of rounds per day equal to your premium character level. With a platinum subscription, you can also hear sounds through red objects or creatures as if they simply did not exist.

Premium Skills Pack

Copper Subscription: You gain 10 additional skill ranks.

Silver Subscription: You gain 8 additional skill ranks (18 total).

Gold Subscription: You gain 8 additional skill ranks (26 total).

Platinum Subscription: You gain 8 additional skill ranks (34 total). You also gain 2 additional ranks per level for each premium character level you possess beyond 17th (40 total).

Premium Spellcaster Pack

Copper Subscription: Choose one spellcasting class. You gain spells per day as a paladin of your premium character level, and you draw spells from the chosen class spell list. You also have a total number of spells known from that list equal to your Charisma modifier. These spells can be of any level you can cast as a premium character. You learn 2 additional spells with a silver subscription, gold subscription, and platinum subscription. You can only change your spells known through retraining.

Premium Survivor's Pack

Copper Subscription: You gain a +2 bonus on all saves with your choice of Fortitude or Reflex saving throws. You can choose again with a gold and platinum subscription. The bonuses stack.

Silver Subscription: You gain evasion, as the rogue feature.

Gold Subscription: Get your money's worth now casts *resurrection* on you instead.

Platinum Subscription: You gain stalwart, as the inquisitor feature.

Premium Character Favored Class Options

Any Race: You gain 1/6 of the copper subscription benefit of one downloadable content (DLC) of your choice. Once you have the copper subscription benefit, you can gain 1/6 of its silver subscription benefit, then 1/6 of its gold subscription benefit.

Battle Augur

The following archetype is available to characters with levels in the battle augur ^{v1} class.

Sample Augur (Archetype)

There are always new and exciting enemies to taste.

Sample augurs practice a tactile method of gaining enemy spells and abilities. Referred to by some as "Kirbins," they can draw foes into their gullets temporarily and steal their power.

Dalets and dinosaurs are the most common sample augurs, but other races can still learn the methods.

Sample Target (Su): At 1st level, a sample augur gains Improved Grapple as a bonus feat, even if he doesn't meet the prerequisites. When he succeeds at a grapple attempt against an opponent at least 1 size smaller, he can use his next move action to attempt to pin the creature, if it is still grappled at that time. The augur can have one creature pinned in this way at a time.

A creature pinned with sample target is considered swallowed by the sample augur until it escapes or the augur releases it. The sample augur moves at half his normal speed (round down to the next 5-foot increment) while he has a creature pinned in this way.

Beginning at 5th level, the sample augur's speed is not changed when he pins an opponent at least 1 size smaller with sample target. The augur can also pin creatures of his size using sample target, but his speed is reduced as above.

At 10th level, the sample augur can grapple and pin creatures up to 1 size larger, and no longer reduces his speed with creatures of his size. Creatures grappled or pinned in this way by the sample augur do not gain their size bonus to CMB and CMD.

At 15th level, the sample augur can grapple and pin creatures up to 2 sizes larger, and no longer reduces his speed with creatures up to 1 size larger.

At 20th level, the sample augur can grapple and pin creatures up to 3 sizes larger, and no longer reduces his speed with creatures up to 2 sizes larger.

This replaces studied target.

Battle Augury (Sp): A sample augur can use battle augury as a free action against a target he has pinned with sample target to learn 1 of that creature's spells or abilities.

Vacuum Sample (Su): At 2nd level, a sample augur can use a standard action to attempt a grapple combat maneuver against a creature up to 10 feet away. The augur must have line of effect and a clear path to the creature (no other creatures between them). If the augur's grapple attempt succeeds, the target is pulled into the nearest square adjacent to the augur. This movement does not provoke attacks of opportunity.

At 5th level, and every 3 levels thereafter (8th, 11th, and so on), the augur increases the range at which it can grapple a creature by 5 feet, to a maximum of 40 feet at 20th level.

This replaces studied strike.

Throw Sample (Su): At 7th level, a sample augur can use a standard action to throw a pinned creature up to 10 feet + 5 feet for every size smaller the creature is than the largest target the augur can grapple and pin with sample target. If the creature strikes another creature (Reflex DC 10 + half the sample augur's level + his Intelligence modifier avoids) or unattended object when thrown in this way, both take 1d6 damage for every 10 feet the creature was thrown and fall prone.



Battle Chef

The following class options are available to characters with levels in the battle chef class.

Culinary Champion

Chefs *défendre* are battle chefs whose focus on combat is more martial than extraordinary. Their grasp of culinary weaponry exceeds that of traditional battle chefs, but they lack the same bite in exchange.

Culinary Base Attack: At 1st level, a culinary champion chooses 1 chef weapon. He uses his battle chef level as his base attack bonus when wielding that weapon. He also gains 2 additional recipe slots per day with which he can prepare recipes associated with his chosen weapon. This alters the battle chef's base attack and replaces cuisine specialty.

Chef Weapon

Cleaver, Horse Butcher
Fillet Knife
Ladle of Pain
Man Tongs
Spatula, Combat
Tenderizer
Wok, Combat

Associated Recipes

salty, savory
fishy, healthy
filling, sour
fatty, peppery
minty, sweet
bitter, pungent
alcoholic, spicy

Chef's Weapon Focus (Ex): At 3rd level, a culinary champion gains Weapon Focus with his chosen chef weapon as a bonus feat. This replaces bite.

Chef's Weapon Specialization (Ex): At 8th level, a culinary champion gains Weapon Specialization with his chosen chef weapon as a bonus feat. In addition, he can expend 2 unused recipe slots to gain a +4 circumstance bonus on attack rolls made to confirm critical hits with that weapon. This replaces feast of the damned.

Chef's Weapon Expertise (Ex): At 11th level, a culinary champion gains Improved Critical with his chosen chef weapon as a bonus feat. This replaces chewy.

Perfect Blend of Flavors (Ex): Complex recipes that combine both of the culinary champion's associated recipes cost only 2 recipe slots.

At 20th level, meals prepared with top of the foodchain that include both of the culinary champion's associated recipes cost only 4 recipe slots.

This alters top of the food chain and replaces open wide.

Culinarian

The following class options are available to characters with levels in the culinarian class.

Hibachi Chef (Archetype)

Fear the onion volcano!

Culinarians who master performance grilling are known far and wide as hibachi chefs. With spatula and knife in hand, they quickly create meals that can be thrown to allies and fiery bursts of flavor they can toss at enemies.

Class Skills: A hibachi chef adds Acrobatics (Dex), Bluff (Cha), Disguise (Cha), Fly (Dex), and Intimidate (Cha) to her list of class skills and removes Appraise, Climb, Knowledge (geography), Knowledge (nature), and Swim. This alters the culinarian's class skills.

Weapon and Armor Proficiency: Hibachi chefs are proficient with all simple weapons, plus light and one-handed axes. They are proficient with light armor, but not with shields. This alters the culinarian's weapon and armor proficiencies.

Double Threat (Ex): At 1st level, a hibachi chef gains Two-Weapon Fighting as a bonus feat, even if she doesn't meet the prerequisite. When using that feat, the hibachi chef can also continue creating a meal by adding up to 2 ingredients as a free action. Adding ingredients in this way does not allow the hibachi chef to make additional attacks.

At 8th level, a hibachi chef gains Improved Two-Weapon Fighting as a bonus feat, even if she doesn't meet the prerequisites. When using that feat, the hibachi chef can also continue creating a meal by adding up to 4 ingredients as a free action.

At 15th level, a hibachi chef gains Greater Two-Weapon Fighting as a bonus feat, even if she doesn't meet the prerequisites. When using that feat, the hibachi chef can also continue creating a meal by adding up to 6 ingredients as a free action.

This replaces the mise en place gained at 15th level.

Fire Resistance: At 2nd level, a hibachi chef gains fire resistance equal to 3 + his culinarian level. At 20th level, this resistance become immunity instead. This replaces poison resistance and improved quarry.

Showmanship (Su): At 2nd level, a hibachi chef can choose one of the following types of Perform skill. She can use her bonus in Profession (cook) when using the associated skills listed below. This otherwise functions as the bard's versatile performance class feature.

At 7th, 12th, and 17th level, the hibachi chef can select an additional type of Perform to substitute.

This replaces woodland stride, track, swift tracker, and quarry.

Type of Perform

Act
Comedy
Dance
Percussion

Associated Skills

Bluff, Disguise
Bluff, Intimidate
Acrobatics, Fly
Handle Animal, Intimidate

Iron Chef (Archetype)

Allez Cuisine!

Iron chefs are the champions of the kitchen arenas that have started to pop up across the shattered worlds. Many have trained from a young age to step into the role, but a few also earn their coveted title by defeating a reigning champion in a gauntlet of challenges meant to test them in every conceivable way.

An iron chef is great at thinking on her feet, able to produce ordinary meals featuring multiple courses in just an hour's time. In combat, she excels at creating complex meals quickly, and can even change course part way through to turn out an entirely different meal than what she started with.

Hit Dice and Base Attack: An iron chef's hit die is a d10, and her base attack is equal to her culinarian level. This replaces chef de partie.

Small Meal Preparation: Meals created by an iron chef have a maximum serving size of 3 creatures.

Kitchen Staff (Ex): At 6th level, an iron chef gains a follower, as defined by the Leadership feat. This follower must also be a culinarian and cannot also be an iron chef. As long as her follower is within 5 feet of the iron chef's hot pot, the iron chef can direct her follower to continue her meal as a swift action, allowing the iron chef to take her turn as normal.

As long as the iron chef and her follower are both within 5 feet of the iron chef's hot pot, they can each add up to 1 ingredient when the iron chef begins or continues a meal.

At 16th level, if both the iron chef and her follower have their hot pots within 5 feet of each other, they can each add one ingredient to the other's meal and make an attack as an immediate action on the other's turn.

This replaces sous chef and chef de mondiale.

Change of Plans (Ex): At 11th level, an iron chef can change the meal she is creating as a full-round action to continue it. The new meal must share at least 2 ingredients with the original. Any other ingredients added to the original can be treated as an exotic ingredient of another profile, on a 2-for-1 basis. She can still make 1 attack at her highest attack bonus as part of this action.

For example, if an iron chef begins creating spaghetti and meat sauce using noodles for texture, beef for umami, tomato for sweet, and crushed red pepper for spicy, she can change that dish to stroganov on her next turn as a full-round action, keeping the noodles and beef and treating the other two ingredients as an exotic substitute for onion. This replaces chef de cuisine.

Gamer

The following archetype is available to characters with levels in the gamer class.

Isekai (Archetype)

I have to get out of this game so that I can stop the real villain; global gaming organizations.

Brave hero from another realm, the people of the shattered worlds are in need of your expertise. They have created a way for you to enter their reality, and you need only step through the portal in order to begin your quest. Should you find yourself imperiled, you can trust your guide to get you back on track.

The isekai is an adventurer whose consciousness is actually that of an otherworldly gamer transported from their reality to end a great evil that threatens to spill through and destroy both this plane and the one from which the isekai hails.

Premium Gamer: An isekai counts as both a gamer and a premium character for the purpose of feats and abilities. She cannot also gain levels in the premium character class.

Heroic Abilities (Ex): At 1st level, an isekai increases 1 ability score of her choice by +2, to a maximum of 20. This maximum increases by +1 for every 4 total character levels the isekai possesses. The bonus is applied after all racial adjustments are made.

At 4th level, and every 4 levels thereafter, the isekai can increase an ability score of her choice by an additional +1, to the maximum stated above.

This replaces roleplay, greater roleplay, focused roleplay, superior roleplay, and the build progressions at levels 4 and 16.

Build (Ex): An isekai need not roleplay to gain the benefits of her current build (but she must still maintain her immersion). The isekai's build progression improves at 7th, 10th, 13th, and 19th level. This alters build.

Subscription Content: At 5th level, an isekai gains 1 premium character downloadable content option of her choice. This DLC option grants the isekai its copper subscription benefit at 5th level, silver subscription at 11th level, and gold subscription at 17th level. This replaces the specialization benefits at the listed levels.

Invoker

The following archetype is available to characters with levels in the invoker class.

Coffelock (Archetype)

One, two, nightmares are coming for you...

Since invokers draw their inspiration from the Warlocks of the Fifth Path, it only makes sense that they should have access to similar schenanigans. For that reason alone, allow me to present to you, the coffelock.

Never has there been a better combination of cheese, whine, and coffee. The coffelock takes the idea of rest and throws it out the window. If you've ever had a twin-size mattress land on your head from two stories up, you'd understand how serious that can be.

Spells: Coffelocks do not gain 2nd-level invoker spells until 7th level. They gain 3rd-level invoker spells at 10th, 4th-level spells at 13th, and 5th-level spells at 16th. A coffelock does not gain 6th-level invoker spells, nor can he choose seventh secret, eighth secret, or ninth secret as mystic arcanums. This alters the invoker's spells and mystic arcanum.

Pact Boon: At 3rd level, a coffelock gains tome of secrets (sorcerer) as his pact boon. The spells a coffelock chooses can be of the same level as the highest spell level he can cast.

This alters pact boon.

Live Now, Sleep Later (Su): At 4th level, a coffelock can rest for 1 hour in order to convert one of his invocations into 2 spell slots of that invocation's minimum spell level. While converted in this way, the invocation is not available to the coffelock. The coffelock can also rest for 1 hour to convert 1 invoker spell slot back into an invocation of that spell slot's level or lower. Beginning at 10th level, he can do both as part of the same hour.

After resting in this way for a total of 8 hours in a 24 hour period, the coffelock gains the benefits of having slept 8 hours (regaining his health, invoker spells, and so on) and loses any remaining extra spell slots.

This replaces the invocations gained at 4th and 10th level.

New Invocations

Never Sleep Again

Minimum Spell level: 3rd.

You are immune to fatigue from lack of sleep.

Self Preservation

Minimum Spell level: 2nd.

You can expend a 1st-level invoker spell slot to cast *cure light wounds* as a full-round action, targeting only yourself. You can dedicate and expend higher-level spell slots to cast the following spells instead.

3rd—*cure moderate wounds* (2nd-level spell slot)

4th—*cure serious wounds* (3rd-level spell slot)

5th—*cure critical wounds* (4th-level spell slot)

Premium Character Special Edition DLC

Thank you for purchasing the special edition bundle, which includes all available downloadable content for the premium character class.

Subscription Plans

Alchemist

Premium Appearance (Su): A premium alchemist's gear always appears singed, smudged, or unkempt from long nights at the worktable. Any eye-slot item she wears (magical or otherwise) includes a magnifying glass through which the alchemist can stare at things that see her gigantic eye staring back. This grants the alchemist a bonus on Appraise checks equal to half her premium character level because she's always on the lookout for the perfect ingredients.

Class Features: At 1st level, a premium alchemist gains Brew Potion and Throw Anything as a bonus feats. She also learns *cure light wounds* and two additional 1st-level alchemist extracts of her choice. She can only use those extracts to brew potions.

At 3rd level, and again at 7th, 11th, 15th, and 19th level, a premium alchemist gains bomb +1d6 and adds 1 new extract that she can brew into a potion. This extract can be any level an alchemist of her premium character level could create that could be brewed into a potion.

Astrologer

Premium Appearance (Su): A premium astrologer's gear always looks more comfortable and studious than it probably is, complete with bifocals hanging from around her neck. Any head-slot item she wears (magical or otherwise) could easily be mistaken for a folded sleeping cap. This grants the astrologer a bonus on Knowledge (history) checks equal to half her premium character level, as she always looks for historical events tied to the alignment of the stars.

Class Features: At 1st level, a premium astrologer adds Heal and Knowledge (arcana) to her list of class skills. She also chooses a zodiac.

At 3rd level, a premium astrologer gains detect stellar alignment and a bonus feat from her chosen zodiac as an astrologer of her premium character level. At 7th level, she also gains her 4th-level zodiac convergence benefit. She gains the 8th-level benefit at 11th level, the 12th-level benefit at 15th level, and the 16th-level benefit at 19th level. A premium astrologer must still pay the difference in price for her convergence to progress beyond the 16th-level benefit.

Barbarian

Premium Appearance (Su): A premium barbarian's equipment always appears to have been ripped or broken in the most heroic way possible while still being useful. This grants the barbarian a bonus on Intimidate checks equal to half her premium character level as she is always a dangerous sight.

Class Features: At 1st level, a premium barbarian adds Intimidate and Survival to her list of class skills. She also gains proficiency with 1 martial weapon of her choice and light armor. The premium barbarian is required to stay non-lawful to maintain the class features listed below.

At 3rd level, a premium barbarian gains rage as a barbarian or unchained barbarian of half her premium character level. She also gains damage reduction 1/– at 7th level, greater rage at 11th level, damage reduction 2/– at 15th level, and tireless rage at 19th level.

Bard

Premium Appearance (Su): A premium bard's equipment always appears finely tailored and proper. It never gets dirty or wet, and is never out of place, even after being fully submerged. This grants the bard a bonus on Knowledge (nobility) checks equal to half her premium character level as she always knows the best people.

Class Features: At 1st level, a premium bard adds Diplomacy, Knowledge (any 2), and Perform to her list of class skills. She also gains 2 additional skill ranks per premium character level.

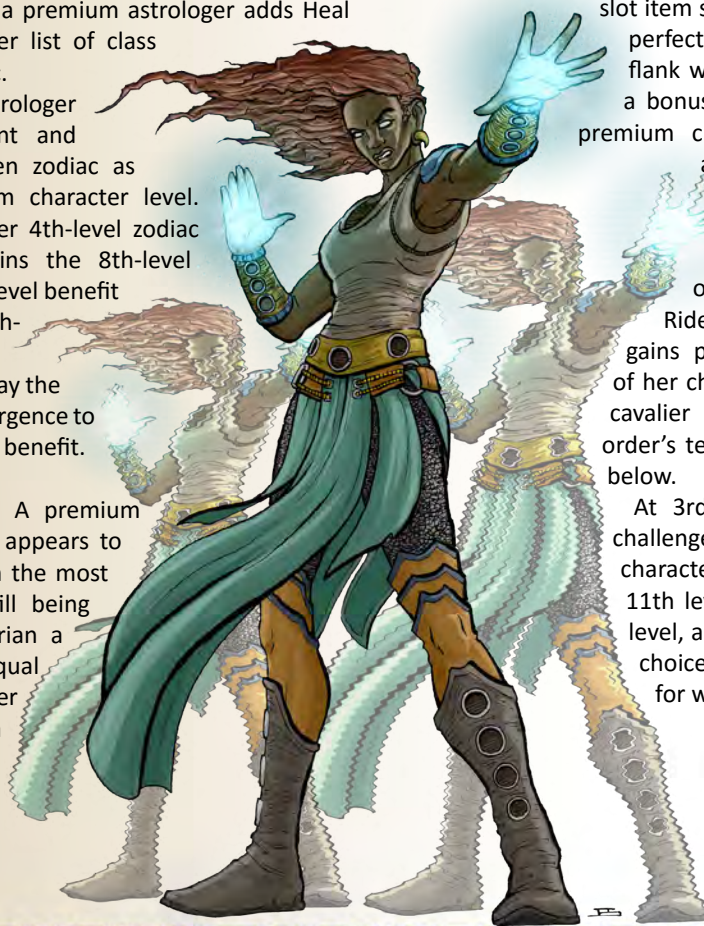
At 3rd level, a premium bard can use bardic performance for a number of rounds per day equal to 4 + her Charisma modifier. At each premium character level after 3rd, the bard can use bardic performance for 1 additional round per day. A premium bard chooses 2 bardic performances that she can use as a bard of her premium character level, +1 song per 4 levels thereafter (7th, 11th, 15th, and 19th). In addition, a premium bard gains versatile performance at 7th level, well-versed at 11th level, the 10th level benefit of jack-of-all-trades at 15th and the 16th level benefit at 19th level.

Cavalier

Premium Appearance (Su): A premium cavalier's gear always matches her order's colors and bears its coat-of-arms. Any feet-slot item she wears (magical or otherwise) fit perfectly into stirrups and grip her mount's flank with ease. This grants the astrologer a bonus on Ride checks equal to half her premium character level, as she can more accurately direct her steed to their destination.

Class Features: At 1st level, a premium cavalier chooses her order and adds Handle Animal and Ride to her list of class skills. She also gains proficiency with 1 martial weapon of her choice and light armor. The premium cavalier is required to follow her chosen order's tenets to maintain her class features below.

At 3rd level, a premium cavalier gains challenge 1/day as a cavalier of her premium character level. This increases to 2/day at 11th level and 3/day at 19th level. At 7th level, and again at 15th level, she gains her choice of a bonus combat or teamwork feat for which she meets the prerequisites.



Culinarian

Premium Appearance (Su): A premium culinarian's equipment always appears as if it incorporates a chef's outfit, complete with large, button-over shirt stained with food. Any head-slot item she wears (magical or otherwise) becomes a toque blanche (chef's hat, literally "white hat"). This grants the culinarian a bonus on Profession (cook) checks equal to half her premium character level as she gets a proper grasp of food preparation.

Class Features: At 1st level, a premium culinarian adds Survival and Swim to her list of class skills. She also learns one complexity 1 culinarian recipe she can create as a full-round action twice per day. When she creates this recipe, she can also make a single attack against a creature within range of the weapon she wields.

At 3rd level, a premium culinarian gains mise en place, 3 extra meal slots, and 2 additional complexity 1 recipes she can create. At 7th level, and again at 11th, 15th, and 19th level, the premium culinarian gains 3 extra meal slots and 2 additional recipes with a complexity no higher than half her premium character level. At 11th level, she gains sous chef, and at 19th level, she gains chef de cuisine.

Druid

Premium Appearance (Su): A premium druid's equipment always appears to be made of natural materials. She always has some adornment or fetish visible portraying her beliefs. This grants the druid a bonus on Knowledge (geography) checks equal to half her premium character level as her understanding of the land grows.

Class Features: At 1st level, a premium druid adds Handle Animal and Knowledge (nature) to her list of class skills. She also gains nature sense and learns druidic as a bonus language. The premium druid is required to care for nature and stay neutral in some capacity to maintain the class features listed below.

At 3rd level, a premium druid gains wild empathy and woodland stride as a druid of her premium character level. She also gains wild shape 1/day at 7th level, 2/day at 11th level, 3/day at 15th level, and 4/day at 19th level. A premium druid chooses 2 forms into which she can wild shape as a druid of her premium character level, plus 1 form per 4 levels thereafter (7th, 11th, 15th, and 19th).

Elementalist

Premium Appearance (Su): A premium elemental's gear always appears to flow and shift between hues of red, blue, and brown, with small particle effects like swirling dust or tiny motes of flame. Any shoulder-slot item she wears (magical or otherwise) will occasionally give off an air, earth, fire, or water effect, especially during combat. This grants the elemental a bonus on all Knowledge (planes) checks equal to half her premium character level because she understands planar interactions more closely than most.

Class Features: At 1st level, a premium elemental adds Knowledge (planes) and Spellcraft to her list of class skills.

At 3rd level, a premium elemental gains astral tether as an elemental of her premium character level, which functions as that ability except as noted here. When she rolls a natural 20 on an attack roll, caster level check, skill check, or saving throw, the elemental deals her choice of acid, cold, electricity, or fire damage equal to her premium character level + her Charisma modifier to each other creature within 5 feet of her (no save). When she rolls a 1, the elemental deals the damage to herself as well.

At 7th level, a premium elemental also chooses an elemental dominion and can cast her 1st-level dominion spell 0 times per day as an elemental of her premium character level. She gains bonus spells per day for having a high Charisma modifier. At 11th level, she can cast her 2nd-level and lower dominion spells once per day each. At 15th level, she can cast her 3rd-level and lower dominion spells twice per day each. At 19th level, she can cast her 4th-level and lower dominion spells up to 3 times per day each.

Gunslinger

Premium Appearance (Su): A premium gunslinger's gear always appears dusty, leathery, and sun-bleached from days of traveling between towns and herding cattle. Any hand-slot item the gunslinger wears (magical or otherwise) has special grips sewn into the finger tips to help on the draw. This grants her a bonus on all Sleight of Hand checks equal to half her premium character level because her hands are almost faster than the eye.

Class Features: At 1st level, a premium gunslinger adds Knowledge (engineering) and Sleight of Hand to her list of class skills. She also gains Gunsmithing as a bonus feat.

At 3rd level, a premium gunslinger gains grit as a gunslinger of her premium character level. She also gains the deadeye deed. At 7th level, and again at 11th, 15th, and 19th level, a premium gunslinger can also learn gun training or 1 additional deed as a gunslinger of her premium character level.

Inquisitor

Premium Appearance (Su): A premium inquisitor's gear always appears functionally arrogant while boldly displaying the symbol of her faith. Any head-slot item the inquisitor wears (magical or otherwise) becomes more of a cowl without changing its function. In addition, the premium inquisitor gains a bonus on all Knowledge (dungeoneering) checks equal to half her premium character level because of her keen understanding of those situations.

Class Features: At 1st level, a premium inquisitor adds Knowledge (dungeoneering) and Knowledge (religion) to her list of class skills. She also gains monster lore and stern gaze as an inquisitor of her premium character level.

At 3rd level, a premium inquisitor gains detect alignment and judgment 1/day as an inquisitor of her premium character level. This increases to 2/day at 11th level and 3/day at 19th level. At 7th level, and again at 15th level, she gains her choice of bane, cunning initiative, discern lies, or solo tactics as an inquisitor of her premium character level.

Invoker

Premium Appearance (Su): A premium invoker's gear always bears an obvious tie to her otherworldly patron. It may be surrounded by chains of hellfire, perpetually drowned-looking, or sparkling with a thousand, thousand stars, to name a few options. Any belt-slot item a premium invoker wears (magical or otherwise) has its clasp changed to resemble some unknowable thing that may or may not actually be the patron. This grants the invoker a bonus on all Bluff checks equal to half her premium character level because she can use her wit to convince others of what she needs them to believe.

Class Features: At 1st level, a premium invoker chooses her otherworldly patron and adds Knowledge (religion) and Spellcraft to her list of class skills. She also learns up to four 0-level invoker spells of her choice. The premium invoker can cast these spells at will as spell-like abilities.

At 3rd level, a premium invoker gains her otherworldly patron's 1st-level benefit. She gains the 5th-level benefit at 7th level, the 9th-level benefit at 11th level, and the 14th-level benefit at 19th level. At 15th level, the invoker gains a single mystic arcanum for which she qualifies as an invoker of her premium character level.

Magus

Premium Appearance (Su): A premium magus's gear always sways or moves, as if alive itself. It never gets in her way even if it would, such as when the sleeves are long and belled or the pants are bulky or baggy. Any headband-slot item the magus wears (magical or otherwise) glows slightly with a color matching her weapon. This grants the premium magus a bonus on all Knowledge (arcana) checks equal to half her premium character level because magic is never more than a hair's breadth away from her.

Class Features: At 1st level, a premium magus adds Knowledge (arcana) and Spellcraft to her list of class skills. She also gains proficiency with 1 martial weapon of her choice and light armor.

At 3rd level, a premium magus gains an arcane pool and 1 magus arcana as a magus of her premium character level. She gains 1 additional magus arcana at 7th, 11th, 15th, and 19th level.

Monk

Premium Appearance (Su): A premium monk's equipment always appears simple but well crafted by deft, accurate hands. Even without flourishes, the monk still holds a mystical countenance. This grants the monk a bonus on Acrobatics checks equal to half her premium character level as she can always maintain proper balance.

Class Features: At 1st level, a premium monk adds Acrobatics, Climb, Escape Artist, Stealth, and Swim to her list of class skills. She also gains 2 additional skill ranks per premium character level. The premium monk is required to stay lawful to maintain the class features listed below.

At 3rd level, a premium monk gains Improved Unarmed Strike as a bonus feat, and she can choose to increase her unarmed damage (in order 1d6, 1d8, 1d10, 2d6, 2d8 as a Medium monk), AC (adding her Charisma bonus then +1 each time after), or speed (+10 feet each time) in the same way a monk would. She can choose one of these options again at 7th, 11th, 15th, and 19th level.

Necromancer

Premium Appearance (Su): A premium necromancer's gear always boasts more than a few skulls or other bones as protrusions and accents. Cloths appear wispy or made of webs, while metal feels uncomfortably cold to all but the necromancer. Any neck-slot item (magical or otherwise) she wears emits a faint, dark smoke that makes it difficult to see the necromancer in poor light. This grants her a bonus on all Stealth checks equal to half her premium character level because she can take advantage of tricks of the light to hide.

Class Features: At 1st level, a premium necromancer adds Knowledge (religion) and Spellcraft to her list of class skills. She also learns up to four 0-level necromancer spells of her choice. The premium necromancer can cast these spells at will as spell-like abilities.

At 3rd level, a premium necromancer gains Command Undead as a bonus feat. She can use that ability a number of times per day equal to 3 + her premium character level. At 7th level, she also gains the 4th-level benefit of a necromantic study of her choice. Unless she has the premium spellcaster DLC pack, some necromantic studies will be a better option for her than others. She gains the 8th-level benefit of her necromantic study at 11th level, the 12th-level benefit at 15th level, and the 16th-level benefit at 19th level.

Oracle

Premium Appearance (Su): A premium oracle's gear always accentuates both her mystery and her oracle's curse (it may even display proof of the curse before the oracle actually falls prey to it as a form of portent). Any chest-slot item a premium oracle wears (magical or otherwise) feels soft and comforting to the touch, like curling up in a favorite blanket during a storm. She also gains a bonus on all Heal checks equal to half her premium character level because of her soothing nature.

Class Features: At 1st level, a premium oracle chooses a mystery and adds Knowledge (religion) and Sense Motive to her list of class skills. She also learns up to four 0-level cleric spells of her choice. The premium oracle can cast these spells at will as spell-like abilities.

At 3rd level, a premium oracle gains her curse as an oracle of her premium character level. Unless she has the premium spellcaster DLC pack, some curses will be a better option for her than others. At 7th level, and again at 11th, 15th, and 19th level, she gains 1 revelation from her mystery as an oracle of her premium character level.

Paladin

A premium paladin is required to stick to her code of conduct to maintain the class features listed below.

Premium Appearance (Su): A premium paladin's equipment always stands out as strong and courageous, adorned with tokens of her religion and the proud scars of bested foes. This grants the paladin a bonus on Sense Motive checks equal to half her premium character level as she is ever watchful of the reactions to her presence.

Class Features: At 1st level, a premium paladin gains proficiency with one martial weapon of her choice as well as light and medium armor and shields.

At 3rd level, a premium paladin gains detect evil and smite evil 1/day as a paladin of her premium character level. This increases to 2/day at 11th level and 3/day at 19th level. At 7th level, and again at 15th level, she gains her choice of divine grace, divine health, or one aura as a paladin of her premium character level.

Ranger

Premium Appearance (Su): A premium ranger's equipment always appears worn and functional, like it has seen good use but isn't quite at the point of changing it out. This grants the ranger a bonus on Survival checks equal to half her premium character level as she always feels ready to hunt something down.

Class Features: At 1st level, a premium ranger adds Knowledge (nature) and Survival to her list of class skills. She also gains proficiency with 1 martial weapon of her choice and light armor.

At 3rd level, a premium ranger gains her choice of track, a favored enemy or a favored terrain, as a ranger of her premium character level. She can choose again every 4 levels thereafter. At 7th level, she can also choose woodland stride. At 11th level, she can also choose swift tracker and quarry. At 15th level, she can also choose camouflage. At 19th level, she can also choose hide in plain sight.

Shifter

A premium shifter is required to care for nature and stay neutral in some capacity to maintain the class features listed below.

Premium Appearance (Su): A premium shifter's gear always looks like it was made of natural materials, crude and torn rather than shaped and cut. Any shoulder-slot item she wears (magical or otherwise) gives animals the sense that the premium shifter is one of their own. This grants her a bonus on all Handle Animal checks equal to half her premium character level.

Class Features: At 1st level, a premium shifter adds Handle Animal and Knowledge (nature) to her list of class skills. She also gains wild empathy and learns druidic as a bonus language. The premium druid is required to care for nature and stay neutral in some capacity to maintain the class features listed below.

At 3rd level, a premium shifter gains shifter claws as a shifter of her premium character level. At 7th level, and again at 11th, and 19th level, she gains a shifter aspect. At 15th level, the premium shifter gains chimeric aspect.

Sorcerer

Premium Appearance (Su): A premium sorcerer's equipment always appears to suit her bloodline perfectly, be it made of dragon's scales or woven from the finest silks on the plane of air. This grants the sorcerer a bonus on Use Magic Device checks equal to half her premium character level as she better recognizes the latent magic in herself and crafted items.

Class Features: At 1st level, a premium sorcerer chooses a bloodline and adds Bluff and Spellcraft to her list of class skills. She also learns *detect magic*, *read magic*, and two additional 0-level sorcerer spells of her choice. The premium sorcerer can cast these spells at will as spell-like abilities.

At 3rd level, a premium sorcerer gains her bloodline's first power as a sorcerer of her premium character level. At 7th level, she can also cast her 1st-level bloodline spell 0 times per day as a sorcerer of her premium character level, and she gains bonus spells per day for having a high Charisma modifier. At 11th-level, she can cast her 2nd-level and lower bloodline spells once per day each. At 15th level, she can cast her 3rd-level and lower bloodline spells twice per day each. At 19th level, she can cast her 4th-level and lower bloodline spells up to 3 times per day each.

Summoner

Premium Appearance (Su): A premium summoner's gear always bears a striking resemblance to the form her eidolon will eventually take, festooned with the symbol that floats above her head when she summons the otherworldly being. Any body-slot item a premium summoner wears (magical or otherwise) becomes patterned with esoteric phrases and words the summoner may or may not understand. This grants her a bonus on all Linguistics checks equal to half her premium character level as the summoner gets better at recognizing keywords and context.

Class Features: At 1st level, a premium summoner chooses an eidolon subtype and adds Bluff and Spellcraft to her list of class skills. She also learns *detect magic*, *read magic*, and two additional 0-level sorcerer spells of her choice. The premium sorcerer can cast these spells at will as spell-like abilities.

At 3rd level, a premium summoner gains life link and an eidolon as a summoner of her premium character level. Her evolution pool begins with 3 points and increases by 1 per premium character level thereafter. She gains maker's call as a summoner of her premium character level at 11th level and life bond at 19th level.



At 7th level, a premium summoner can cast *summon monster II* once per day as a spell-like ability. This improves to *summon monster VI* twice per day at 15th level.

Vampire Hunter

Premium Appearance (Su): A premium vampire hunter's gear always looks like peasant's clothing or hurriedly-wrought metal as she prepares to face her next target. Pockets are sewn into everything, and she always seems to know in which pocket she stores something. Any belt-slot item she wears can always be quickly removed for use as a makeshift sling, tourniquet, or even whip. A premium vampire hunter also gains a bonus on all Knowledge (local) checks equal to half her premium character level since she tends to research her hunting grounds ahead of time.

Class Features: At 1st level, a premium vampire hunter adds Knowledge (religion) and Survival to her list of class skills. She also gains proficiency with 1 martial weapon of her choice and light armor.

At 3rd level, a premium vampire hunter gains Vampire Hunter Tradition as a bonus feat and 1 vampiric focus of her choice as a vampire hunter of her premium character level. She gains a second focus at 11th level, and a third at 19th level. At 7th level, she gains her choice of detect undead, relentless, stake, track, or one technique feat as a vampire hunter of her premium character level. At 15th level, she can choose again and adds relentless band, swift tracker, and vampire tracker to her options.

Vigilante

Premium Appearance (Su): A premium vigilante's gear always appears as a variation of her vigilante persona without drawing the attention of onlookers. Even in her social persona, the premium vigilante still wears similar colors and patterns related to her alter ego. Any chest-slot item she wears can be made to suit the premium vigilante's needs in a given situation. This grants her a bonus on all Disguise checks equal to half her premium character level because she can always dress for the occasion.

Class Features: At 1st level, a premium vigilante gains seamless guise as a vigilante of her premium character level and must choose both a social and vigilante identity. She also adds Bluff and Disguise to her list of class skills.

At 3rd level, a premium vigilante gains a social or vigilante talent of her choice. She counts as having the avenger specialization when meeting requirements of those talents. If she chooses a social talent, the premium vigilante gains a vigilante talent at 7th level, and vice versa. She chooses again at 11th, 15th, and 19th level, alternating between social and vigilante each time.

Witch

Premium Appearance (Su): A premium witch's gear always appears mysterious and of good quality, as if crafted on another world entirely while still being made of recognizable materials. Any neck-slot item the premium witch wears (magical or otherwise) feels like its watching the world around it, waiting for something tragic or miraculous to happen. The premium witch also gains a bonus on all Knowledge (nature) checks equal to half her premium character level because she practices natural living and growth.

Class Features: At 1st level, a premium witch chooses a patron and adds Knowledge (nature) and Spellcraft to her list of class skills. She also learns up to four 0-level witch spells of her choice. The premium witch can cast these spells at will as spell-like abilities.

At 3rd level, a premium witch gains a hex of her choice as a witch of her premium character level. She gains additional hexes at 7th, 11th, 15th, and 19th level. At 11th level and above, she can also choose major hexes. At 19th level, she can choose a grand hex.

Downloadable Content Packs

Unless otherwise noted, these DLC packs can be installed in exactly the same way as the free downloadable content packs.

Premium Extract Pack

Copper Subscription: You gain alchemist extracts per day as a paladin of your premium character level, and you draw extracts from the alchemist extract list. You also have a total number of extracts known from that list equal to your Charisma modifier. These extracts can be of any level you can create as a premium character. You learn 2 additional extracts with a silver subscription, gold subscription, and platinum subscription. You can only change your extracts known through retraining.

Compatibility: If you have both the premium alchemy pack and the premium spellcaster pack installed, you must choose one each morning to which you gain access.

Premium Chameleon Pack

Copper Subscription: Choose an additional subscription plan. Once per day, you can take 1 hour to change your subscription plan and redistribute skill ranks in skills gained by your previous plan that are not also gained by your new plan.. When you upgrade to a silver, gold, or platinum subscription, choose one of the following benefits.

- You can choose an additional subscription plan.
- You can change subscription plans 1 additional time per day.
- You can spend half the amount of time changing between models (30 minutes, 15 minutes, 7 minutes). This does not refresh your spells per day or spells known.

Premium Companion Pack

Disclaimer: If you already have a companion as a premium character, this DLC does nothing for you, nor does it allow you to have both a familiar and a bonded item.

Copper Subscription: You gain your choice of an animal companion as a druid of your premium character level –4 or a familiar as a wizard of your premium character level –4.

Silver Subscription: You gain Boon Companion as a bonus feat.

Gold Subscription: Choose one of the following class features: bravery, camouflage, favored terrain, hide in plain sight, resist nature's lure, track, trackless step, venom immunity, or woodland stride. Your animal companion or familiar gains the benefits of the selected class feature if its Hit Dice would qualify it for the feature as a member of the class that grants it. For example, your companion can gain hide in plain sight as a ranger if it has at least 17 Hit Dice. With a platinum subscription you can choose an additional feature to grant your animal companion or familiar.

Premium Mutation Pack

Copper Subscription: You gain mutagen as an alchemist of your premium character level.

Silver Subscription: You gain an alchemist discovery for which you qualify as an alchemist of your premium character level. You gain additional discoveries with gold and platinum subscriptions.

Premium Prestige Pack

You gain the 1st level special ability of a prestige class for which you qualify. If you later gain levels in this prestige class, you can change the chosen special ability for another of the next level. If you have earned all levels in a given prestige class, you gain Leadership as a bonus feat as well as great renown. Your follower is at least a 1st-level member of the same prestige class, assuming they qualify.

Premium Race Pack

You gain a bonus racial feat for which you qualify. You gain additional racial feats with silver, gold, and platinum subscriptions.

Character Options

Feats

While they are always fun, not every feat can—or should—be horrifically overpowered because that would take away from their genius. To help show how powerful they are, some feats are content to be of average, or even specific use.

General Feats

These feats can generally (ha) be taken by anybody who meets their prerequisites.

Clavin Knowledge

I have it on good authority the answer is seven. What was the question again?

Benefit: You can choose to make any Knowledge check untrained. When you do, the check is rolled secretly by the GM with a +2 bonus. If the check fails, the information you convey is wildly inaccurate.

Whether or not the check fails, only a creature with at least 1 rank in that skill can confirm your facts or dispute them with an opposed roll.

Cryptic Studies

Did you Know?...

Prerequisites: Int 13, Clavin Knowledge

Benefit: When you choose to make a Knowledge check untrained, the bonus you gain is equal to 2 + half your character level. On a failed check, you can avoid conveying inaccurate information a number of times per day equal to your Intelligence modifier.

Eclectic Interests

I went to look up a healing spell and spent three hours learning how to properly age different cheeses in humid environments.

Prerequisite: Skill Focus (any).

Benefit: Choose 3 skills in which you do not have Skill Focus. You get a +1 bonus on skill checks with these skills. If you have 10 or more ranks in one of these skills, the bonus increases to +2 for that skill.

Expert Packing Method

The secret is in weight distribution and the ability to fold something 11 times.

Benefit: Bags, chests, pouches, and wagons you fill from empty can carry 1-1/2 times their volume and weight limit. Anything filled in this way loses this benefit and must be repacked when its volume is reduced to below its normal limit.

For example, a common backpack can hold up to 3 cubic ft. of material with Dad's Packing Method. A bag of holding type I can hold up to 45 cubic ft. of material weighing up to 375 lbs. A heavy cart can hold enough to fit in a 15-ft. by 30-ft. space (not accounting for driver and passengers), weighing no more than 6,000 lbs.

In addition, because you know how best to carry things for maximum efficiency, you treat your Strength score as 4 higher for the purpose of determining your carrying capacity (but only when carrying or lifting something).

Exposure

And you thought it wasn't worth anything.

Benefit: When you use Craft to practice a trade, Perform, or Profession to earn a living, you earn 3 exposure in place of every 1 gp you would have earned. You can spend exposure to gain or upgrade a noble path at 2 x the cost or convert 30 exposure into 1 prestige point, to a maximum of 4 prestige.

Special: You can choose this feat more than once. Each time, increase the maximum exposure you can convert by 4.

Master Food Preserver (Item Creation)

59 °C is unacceptable, and more importantly unsafe. It must be 60 °C exactly. Gods Debra, it's like you want to start a plague.

Prerequisite: Int 15.

Benefit: You can jar food to keep it from spoiling for up to 2 months. Food canned in a salty, sour, or spicy liquid can be stored for up to 1 year instead. Canning takes up to 1 hour and costs 5 gp for every 1 lb. of food to be stored.

As a move action, a creature can make a Strength check DC 16 to break the seal and open a canned food. Banging a jar on the corner of a surface as a standard action grants a +5 bonus on this check. Once the seal on a jar is broken, the food begins to spoil as normal. It cannot be canned again. Jars used in the canning process can be reused, reducing the cost to can by 2 gp per lb.

Canned food weighs 1/3 lb. (3 jars per lb.) and 6 jars fill up 1 cubic foot of space.

Special: If you are a culinarian, you can also create a jar containing any meal that you know. Canning a meal takes 1 hour per complexity of the meal (minimum 2 hours) and costs 5 gp per culinarian level. You can divide servings into different jars and label them in order to know what the meal is and how many servings you are canning.

While canned, the duration of most meals becomes 2 months per culinarian level. Meals with at least 1 salty, sour, or spicy ingredient can be preserved for 1 year/level instead.

Pinball Wizard

Such a supple wrist.

Prerequisites: Dex 13, Str 13, Power Attack, base attack bonus +1.

Benefit: As a standard action, you can make a single thrown weapon attack at your full base attack bonus against a foe within range. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within range. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn.

Special: This feat counts as Cleave for the purpose of meeting the prerequisites of other feats. Feats that modify Cleave also modify the benefit of Pinball Wizard.

Quarterback Spiral

Form and power mean nothing if you can't hit the target.

Benefit: Choose Strength or Dexterity. When throwing a weapon or passing during a round of football, you can use the chosen ability score to determine the results of the check, the attack, and the damage.

Sport Ball Player

He rounds third. He shoots. Touchdown!

Benefit: You gain proficiency with all strike balls ^{v2} and football uniforms. If you have proficiency with one or more strike balls already, you gain a +1 bonus on damage rolls when wielding those strike balls in combat. If you have proficiency with medium armor, reduce the armor check penalty of football uniforms you wear by 1 and remove the fragile property.

Well-Rounded Player

I can play just about any position you put me in.

Benefit: When you win an opposed check during a round of Football by 5 or more and the play ends in your favor, you get 1 additional win (3 wins total, or 5 if you win by 10 or more).

Class Feats

In case you missed the heading, the following feats are meant for use with certain classes. You can also gain access to them through variant multiclassing, though your mileage may vary in their usefulness when doing so.

Add Spice to Taste (Culinarian)

More peppers!

Prerequisite: 1st-level culinarian.

Benefit: Once per meal, you can add a spicy flavor profile as an additional ingredient when creating a meal. If you do, the completed dish either deals 1d6 burn damage to creatures that consume it or grants fire resistance 5 for up to 1 round per culinarian level. Each round on its turn, the subject may attempt a Fortitude saving throw (DC 10 + half your culinarian level + your Intelligence modifier) or drink at least 8 oz. of milk as a move action to end the effect.

General Feats	Prerequisites	Benefits
Clavin Knowledge		Make Knowledge checks untrained, rolled secretly by the GM.
Cryptic Studies	Int 13, Clavin Knowledge	Avoid incorrect information with untrained Knowledge.
Eclectic Interests	Skill Focus (any)	Gain +1 on up to 3 skills without Skill Focus.
Expert Packing Method		Pack and carry objects at 1-1/2 times their capacity.
Exposure		Earn 3 exposure for every 1 gp you should earn.
Master Food Preserver	Int 15	Can foods to be consumed at a later time.
Pinball Wizard	Dex 13, Str 13, Power Attack, base attack bonus +1.	As Cleave, but with thrown weapons.
Quarterback Spiral		Use Strength or Dexterity with thrown weapons.
Sport Ball Player		Gain proficiency with strike balls ^{v2} and football uniforms.
Well-Rounded Player		Gain an additional success with higher checks when playing football.

Air Guitar (Bard)

Party on compadre!

Prerequisites: 3rd-level bard, bardic performance class feature, ability to cast *ghost sound*.

Benefit: When you start a bardic performance, you can cast *ghost sound* instead, using that spell as your instrument of choice (despite the feat's name, you can play an air theremin, for example). You do not need to maintain the performance, but it lasts the full duration of *ghost sound* unless you run out of rounds of bardic performance or dismiss it as a standard action (at which point feats like Lingering Performance take effect). You can still have no more than one bardic performance in effect at one time.

Archer (Agent Elite)

Danger Zone!

Prerequisite: 5th-level agent elite.

Benefit: You gain the maximum number of drunken inspiration points you can have the first time you gain drunken inspiration each day. Each drink imbibed thereafter still only grants 1 point.

Normal: You gain 1 drunken inspiration for each tankard of ale or strong alcohol you imbibe.

Food Allergen (Culinarian)

This surf and turf contains shellfish.

Prerequisite: 1st-level culinarian.

Benefit: Meals you create affect certain creatures negatively, preventing them from consuming the meal to gain its effects. A creature that consumes a meal with its food allergen doesn't gain the normal effect. Instead, it suffers 1d6 damage per 3 culinarian levels and is sickened for the meal's duration. A successful Fortitude save at the meal's DC deals half damage and negates the sickened effect.

Allergens include salty flavor components for aberrations; sweet for animals, magical beasts, and vermin; bitter for fey; spicy for outsiders; and sour for plants.

Grillmaster (Culinarian)

I once grilled a chocolate cake. - Sir Robert the Flayer.

Prerequisite: 4th-level culinarian, grillardin chef de partie station.

Benefit: Choose one recipe available to any other station with a complexity no higher than half your culinarian level -1. You can prepare and create that meal as a grillardin recipe, even if you lack training in that recipe's normal stations.

Special: You can choose this feat multiple times.

Molecular Gastronomy (Culinarian)

Food is both an art and a science.

Prerequisite: 1st-level culinarian.

Benefit: When creating a meal, you can substitute temperature flavor profiles for texture flavor profiles, and vice versa.

Reheat (Culinarian)

Not everybody can just micro-wave their hands and the food's still good.

Prerequisite: 1st-level culinarian.

Benefit: You can use a standard action to extend the duration of unconsumed servings of a meal by up to 1 round per 2 culinarian levels if the meal's duration has ended since the end of your last turn. This destroys 1 of the remaining servings of that meal each time its duration is extended.

Shorthand Recipe (Battle Chef)

A dash of this, a pinch of that.

Prerequisites: 3rd-level battle chef.

Benefit: You can prepare basic battle chef recipes in 30 minutes. If you also write your complex meals, three-course meals, five-course meals, and meals made with top of the food chain in your battle chef cookbook, you can prepare them in the same 30-minute timeframe. These meals require 2, 3, 5, and 4 pages to write, respectively.

Short Order Cook (Culinarian)

Order up!

Prerequisites: Int or Wis 15, 6th-level culinarian, able to add up to 2 ingredients to a meal as a full-round action.

Benefit: When creating a meal with a complexity of at least 2 as a full-round action, you can add 1 ingredient to that meal and begin another meal with a complexity at least 1 lower than the original. You must be able to complete both meals on the same turn or you risk losing both.

Short Order Cook, Greater (Culinarian)

Come and get it!

Prerequisites: Int or Wis 19, Improved Short Order Cook, Short Order Cook, 16th-level culinarian, able to add up to 4 ingredients to a meal as a full-round action.

Benefit: When creating 3 meals using Improved Short Order Cook, you can add 1 ingredient to each of those meals and begin another meal with a complexity at least 1 lower than the rest. You must be able to complete all meals on the same turn or you risk losing each.

Class Feats	Prerequisites	Benefits
Add Spice to Taste	1st-level culinarian	Add a spicy ingredient to meals and deal extra burn damage.
Three-Alarm Flavor	Add Spice to Taste, 1st-level culinarian.	Cast <i>burning hands</i> or <i>dragon's breath</i> after consuming a meal with spicy ingredients.
Air Guitar	3rd-level bard	Use <i>ghost sound</i> to begin and maintain bardic performance.
Archer	5th-level agent elite	Gain maximum drunken inspiration with your first drink each day.
Food Allergen	1st-level culinarian	Cause damage to some creature types with specific meals.
Grillmaster	4th-level culinarian, grillardin chef de partie station	Gain any recipe as a grillardin meal.
Molecular Gastronomy	1st-level culinarian	Substitute flavor profiles for texture, and vice versa.
Reheat	1st-level culinarian	Extend the duration of expired foods.
Shorthand Recipe	3rd-level battle chef	Prepare battle chef recipes in less time by writing them down.
Short Order Cook	Int 15, 6th-level culinarian, able to add up to 2 ingredients to a meal as a full-round action.	Begin a 2nd meal while continuing the 1st.
Short Order Cook, Improved	Int 17, Short Order Cook, 11th-level culinarian, able to add up to 3 ingredients to a meal as a full-round action.	Begin a 3rd meal while continuing the rest.
Short Order Cook, Greater	Int 19, Improved Short Order Cook, Short Order Cook, 16th-level culinarian, able to add up to 4 ingredients to a meal as a full-round action.	Begin a 4th meal while continuing the rest.
Simply Irresistible	Int or Wis 15, 1st-level culinarian	Throw food to attract enemies.
To Go Plate	1st-level culinarian	Prepare meals to be consumed by allies later.
Multiclass Feats	Prerequisites	Benefits
Culinary Hero	5th-level culinarian, at least 2 levels in non-culinarian classes.	Gain DR 1/-. Gain more abilities with higher levels of the class.
Jukebox Hero	5th-level in any class, at least 2 levels in any other class.	See text.
Premium Hero	5th-level premium character, at least 2 levels in non-premium character classes.	Gain subscription plan benefits, Gain more with higher levels of the class.
Probationary Hero	5th-level intern, at least 2 levels in non-intern classes.	Gain job shadowing and secondment with higher levels.
Sterling Hero	5th-level agent elite, at least 2 levels in non-agent-elite classes.	Gain drink 'til you're great at it. Gain more abilities with higher levels of the class.

Short Order Cook, Improved (Culinarian)

Ding Ding!

Prerequisites: Int or Wis 17, Short Order Cook, 11th-level culinarian, able to add up to 3 ingredients to a meal as a full-round action.

Benefit: When creating 2 meals using Short Order Cook, you can add 1 ingredient to each of those meals and begin another meal with a complexity at least 1 lower than the rest. You must be able to complete all meals on the same turn or you risk losing each.

Simply Irresistible (Culinarian)

Prerequisites: Int or Wis 15, 1st-level culinarian.

Benefit: You can throw a full meal you created at a space up to 10 feet from you. When it lands, enemies that can smell the meal spend their next move action moving toward it. A successful Will save at the meal's DC negates this effect. Creatures that would draw an attack of opportunity or be put in harm's way by this effect get a +5 to their saving throw.

Three-Alarm Flavor (Culinarian)

We're going to have to ask you to sign this waiver.

Prerequisites: Add Spice to Taste, 1st-level culinarian.

Benefit: When you consume a meal with a spicy flavor profile on your turn, you can use a standard action to cast *burning hands* as a sorcerer of your character level. If the meal contains at least 3 spicy flavor profiles, you can cast *dragon's breath* to breathe a 30-foot cone of flame instead.

To Go Plate (Culinarian)

Can we please get a box for this?

Prerequisites: 1st-level culinarian.

Benefit: When you prepare meals for the day, you can also create up to 2 of those meals as to go plates. Each to go plate can be given to an ally who can set it out as a full-round action. The meal's duration doesn't begin until set out in this way, but the meals expire in 24 hours if not consumed.

Multiclass Feats

Culinary Hero

Prerequisites: 5th-level culinarian, at least 2 levels in non-culinarian classes.

Benefit: You gain damage reduction 1/- or increase your damage reduction by +1, to a maximum of 5/-. At 11th level, you gain sous chef. If you are an 11th-level culinarian and have sous chef already, you learn 1 new recipe for every 2 non-culinarian levels you possess. These recipes cannot have a complexity higher than half your culinarian level.

Jukebox Hero

Prerequisites: At least 5 levels in any class, at least 2 levels in any other class.

Benefit: You get a beat up six string, from a secondhand store. You don't know how to play it, but you know for sure that one guitar is gonna blow them away. That one guitar is gonna make your whole life change.

Now you need to keep on rockin'. You just can't stop. Gotta keep on rockin', because you've got to stay on top.

Special: The Gamemaster has final say on what any of this means.

Premium Hero

Prerequisites: 5th-level premium character, at least 2 levels in non-premium character classes.

Benefit: You gain your 7th-level subscription plan benefit. If you are an 11th-level premium character, you add half your total levels in non-premium character classes to your premium character level when determining your next character boost or subscription plan benefit.

Probationary Hero

Prerequisites: 5th-level intern, at least 2 levels in non-intern classes.

Benefit: You gain job shadowing (30 feet). If you are an 11th-level intern, you gain experienced intern for your secondment at 20th level.



Sterling Hero

Prerequisites: 5th-level agent elite, at least 2 levels in non-agent classes.

Benefit: You add your levels in all classes when determining if you gain the drink 'til you're great at it agent class feature. If you are an 11th-level agent elite, you also add half your total levels in non-agent classes to your agent level when determining your choice of drunken accuracy, drunken resistance, or liquid courage.

Noble Paths

Noble paths are exactly that, a way to exhibit one's recognition and renown in the world. The strength of a noble path is a good indication of a creature's notoriety. As such, we offer a new way to gain access to them with Prestige Points.

Pursuing a Noble Path

The rules presented here are an alternative to taking the Noble Path feat.

If you use the rules for Reputation and Fame, you can spend 5 PP to gain the benefits of your noble path for up to 1 hour per character level. The convergence level of your noble path gained in this way is equal to half your total fame or your character level, whichever is lower.

If you already have a noble path, you can spend 5 PP to increase its effective convergence level by up to +5 for 1 hour per character level, to a maximum of your character level.

Noble Path Progression

The following noble paths are available to the races presented here.

Always Helpful Noble Path

An always helpful's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Shared Aptitude (Ex): Choose 2 skills in which at least one of your allies has 1 or more ranks. Those skills become class skills for you. If they are already class skills, you gain a +2 competence bonus on checks made with them. At 12th level, you gain Signature Skill in one of those skills as a bonus feat.

Everburning Torches (Ex): You gain up to 6 everburning torches that you can use or distribute to your allies.

Heightened Wisdom (Ex): Increase your Wisdom score by +1.

Grant True Strike (Sp): You can cast *true strike* once per day, targeting an ally you can see that can also see and hear you. At convergence level 15, you can do this twice per day instead.

Inherent Ability: You gain a +2 inherent bonus to one ability score of your choice.

Always Helpful Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Shared aptitude	—
3	Everburning torches	750 gp
6	Heightened Wisdom	1,250 gp
9	Grant <i>true strike</i> 1/day	2,000 gp
12	Shared aptitude	2,850 gp
15	Grant <i>true strike</i> 2/day	4,000 gp
18	Inherent ability +2	5,875 gp

Noble Path v2

Prerequisite: Must have made some personal sacrifice or performed a selfless act of heroism.

Benefit: Choose a noble path related to your faction or race. You gain the 1st level benefit of that path's convergence and can progress your renown as you gain levels.

Special: Appropriate traits or a proper backstory can be used to meet the prerequisite for this feat.

Dinosaur Noble Path

A dinosaur's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Acute Awareness (Ex): Perception becomes a class skill for you, and you can pinpoint a moving creature with scent as a swift action. If Perception is already a class skill, you gain a +2 racial bonus on Perception checks. At 9th level, you can pinpoint the location of any creature using scent.

Tremorsense (Ex): As a swift action, you can gain tremorsense to a range of 30 feet until the beginning of your next turn. This increases to 60 feet at 12th level.

Better and Better (Ex): Increase your Dexterity or Wisdom score by +2, but only for the purpose of removing a penalty.

Damage Reduction (Ex): You gain DR 5/adamantine.

Inherent Ability: You gain a +2 inherent bonus to your choice of Strength or Charisma.

Dinosaur Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Acute awareness	—
3	Tremorsense 30 ft.	750 gp
6	Better and better	1,250 gp
9	Acute awareness	2,000 gp
12	Tremorsense 60 ft.	2,850 gp
15	DR 5/adamantine	4,000 gp
18	Inherent ability +2	5,875 gp

Gingerbread Person Noble Path

A gingerbread person's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Acute Awareness (Ex): Perception becomes a class skill for you, and you can pinpoint a moving creature with scent as a swift action. If Perception is already a class skill, you gain a +2 racial bonus on Perception checks. At 9th level, you can pinpoint the location of any creature using scent.

Tremorsense (Ex): As a swift action, you can gain tremorsense to a range of 30 feet until the beginning of your next turn. This increases to 60 feet at 12th level.

Heightened Constitution (Ex): Increase your Constitution score by +1.

Damage Reduction (Ex): You gain DR 5/adamantine.

Inherent Ability: You gain a +2 inherent bonus to one ability score of your choice.

Gingerbread Person Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Acute awareness	—
3	Tremorsense 30 ft.	750 gp
6	Heightened Constitution	1,250 gp
9	Acute awareness	2,000 gp
12	Tremorsense 60 ft.	2,850 gp
15	DR 5/adamantine	4,000 gp
18	Inherent ability +2	5,875 gp

Skills

The classes introduced here have access to the physical skills from volume 1 just like any other class. Their physical class skills can be found on the table below.

Table: Physical Skill Summary

Class Skill	Agent Elite	Culinarian	Intern*	Premium Character
Aerobics (Dex)	—	—	—	C
Cardio (Con)*	C	C	—	C
Endurance (Con)	C	C	C	—
Flexibility (Dex)*	C	—	—	—
Power (Str)*	—	—	C	C
Weightlifting (Str)	—	C	C	—

* This class can spend traditional skill ranks on physical skills.

+ Trained Only: Cardio, Flexibility, Power.



Cuisine

To the average adventurer, food is a commodity; something one must bring with them on their journey to sustain their health and energy. Many live for years on nothing more than a few rations every day and the occasional bowl of stew at an inn. Feasts without magical components are viewed as a waste of time and effort when there's questing to be done, and the idea of hunting something fresh for the fire is relegated to the occasional ranger who wants to either slow the party down or take the spotlight off of his companions to forage.

But no longer!

Cuisine opens up a new avenue through which adventurers can explore food, learning to enjoy it and reap its benefits, magic or no magic. A few, highly specialized heroes can even prepare extraordinary cuisine even as they fight off an ambush, a band of marauding orcs, or an army of undead. These bravest warriors prefer to be called chefs.

Meals

Mechanically, a meal is an ongoing effect that lasts for a limited time before it spoils, but which can be divided up between creatures and consumed for some benefit or forcibly served to enemies to cause them harm. Every meal has three components: Ingredients, cooking method, and end results.

For any questions not answered here (such as combining effects), refer to magic for specific rules.

Ingredients

These are the required flavor profiles that define individual meals and the additional ingredients that can be added to a meal for extra and stronger effects.

Buying and Gathering Ingredients

Any adventurer can purchase livestock, spices, fruits, and vegetables, but battle chefs and culinarians know how to turn those ingredients into flavor profiles for the meals they create. Culinarians also know how to find, grow, or raise those ingredients on their own, without need to buy them from a market.

In general, 1 lb. of any food or spice can be used by a chef to create up to 8 meals before she must restock.

Fruits, Herbs, Spices, and Vegetables: When in an area where a specific ingredient can be found, a chef can attempt a Survival check DC 10 to find it. This check takes 1 hour. Success indicates that she found enough of an ingredient for 1 meal plus 1 additional meal for every 2 points by which the check result exceeds the DC. A chef with excess ingredients can sell them to a market in 1 lb. (8 meal) increments for half their value.

Meats: Animals killed within 1 hour can be butchered with a Survival check DC 10. Success indicates the meat was butchered properly enough for 1 meal plus 1 additional meal for every 2 points by which the check result exceeds the DC.

Storing Ingredients

Food that is not somehow cured, pickled, or otherwise properly stored spoils in 1 day. Proper storage areas are usually cool, dry rooms where barrels can be sealed and kept. While adventuring, food stored in common, wooden barrels spoils after 1 week. Regular cooling can double this, while exceptionally hot or humid environments cut the time in half.

On their own, herbs and spices stored in barrels don't spoil unless somehow contaminated or made wet. Food stored in a magical hot pot (such as those possessed by battle chefs and culinarians) does not spoil on its own. Characters with the

Master Food Preserver feat can store food in jars for up to 2 months or more.

Magic: Spells such as *purify food and drink* instantly return the defined food to its best age, removing any chance of it spoiling again or poisoning creatures for the duration defined by the spell.

Stock: After butchering meat, the leftover carcass can be broken down to create a base or stock with a Profession (cook) check DC 15. A successful check yields 1 lb. of stock plus 1 for every 10 points by which the check result exceeds the DC. Stock can be used as a salty or spicy flavor profile for any meal with bitter or umami ingredients. Under normal circumstances, any stock can be stored for up to 1 month before spoiling.

Stock made from fruits, herbs, spices, and vegetables condenses their flavor. Cooking down 2 lbs. of these ingredients with a Profession (cook) check DC 15 always yields 1 lb. of stock that can be used as a bitter, salty, spicy, or sweet flavor profile for any meal with bitter or umami ingredients.

Cooking Method

Cooking method consists of a recipe combining ingredients with proper techniques. It also defines who can cook a specific meal, how long that meal lasts, and how many servings it provides.

Battle chefs and culinarians use different cooking methods, as defined by those classes.

Stations

Every chef's brigade consists of 8 different stations, each of which handles the creation of specific meals. A chef who does not focus on one specific station is referred to as a roundsman.

The stations are boucher, entremetier, friturier, garde manger, grillardin, patissier, rotisseur, and saucier. Culinarians who specialize in a station gain additional benefits for doing so.

Battle chefs do not usually specialize in a station. Instead, they pick a specific type of cuisine, or combination of flavor profiles, in which to put their focus.

End Results

The end results of a meal are the effects it has when consumed and whether it requires a saving throw.

When a creature willingly consumes a meal, it accepts whatever effect that meal may have upon it, with no save allowed. A creature that is fed a meal, either because it cannot feed itself or the meal is forced upon it with a successful touch attack, can attempt a saving throw to reduce or negate the effect. If not specified, this is a Fortitude save with a DC equal to 10 + the meal's complexity + the Intelligence or Wisdom modifier of the creature that created the meal. Specific meals may call for a Reflex or Will save instead.

Creatures that do not eat (such as astomoi) or that lack a metabolism (constructs and most undead) can choose not to gain the benefits or suffer the effects of a meal.

Common Effects

Meals have options almost as expansive as spells. Some common effects possessed by meals are referenced here. If a conflict arises between a common effect and the effect defined by a meal, the meal's wording takes precedence.

Additional Ingredients: Almost every meal has some extra effect when additional ingredients are used. These effects can be general or specific to one or more flavor profiles. Unless otherwise stated, a meal can only have one of each additional ingredient listed in its recipe at any time.

Attacks: Meals that grant an attack are usually created with an item that is left over once the meal is consumed. Examples

include kebobs (piercing), tenderizers (bludgeoning), and butchering utensils (slashing). A meal that grants an attack treats the creature consuming it as wielding the weapon for the duration. The meal defines how frequently the attack can be made since the weapon is not usually intended for combat use.

Bonuses: Meals can provide circumstance, enhancement, and morale bonuses. Unless otherwise noted, these bonuses do not stack with themselves as normal.

Duration: Some meals can extend their own duration through additional ingredients or the duration of another meal when added in place of another flavor profiles (see replacing flavor profiles below). Meals work in increments of rounds, minutes, hours, and days. When a meal refers to a general increment, it means the increment defined by the duration of the meal.

Enemy Effects: Meals intended for enemies usually include a saving throw next to their duration. Serving a meal to an enemy requires a successful touch attack. Creatures with hard to find mouths, or that actively cover their mouth in some way get a +4 bonus to their touch AC to avoid being fed a meal.

Replacing Flavor Profiles: Some meals, and most sauces in particular, can be added to a meal as an ingredient themselves for an additional effect. This usually replaces another flavor profile or counts as an additional ingredient.

Recipes

A recipe is a combination of ingredients and techniques that result in a complete meal. A battle chef's recipes consist of 1 or more ingredients prepared during the morning and used as part of one or more attacks. Their effects are largely defined by their flavor profile, with exception to three and five-course meals.

Culinarians, on the other hand, define their meals in complex recipes that include station, one or more flavor profiles, additional ingredients, duration, and other specific aspects which occur upon consuming the meal. They are more cerebral, putting the creation of the meal before anything else, and only making attacks when the meal allows a brief pause between ingredients.

Battle Chefs and Culinarian Recipes

A battle chef can learn 1 culinarian recipe with a complexity no higher than half his battle chef level in place of 2 battle chef recipes when he gains a new level. A culinarian recipe can be prepared using a number of recipe slots equal to its complexity, and the battle chef can later use that recipe the same number of times, choosing which of the profiles to feature each time, or combining them into complex meals. 1 use of a culinarian recipe can be applied as part of a three or five-course meal.

When using a culinarian recipe, a battle chef treats texture flavor profiles as filling ingredients and umami flavor profiles as savory. Temperature flavor profiles have no bearing on a battle chef's recipes other than to increase the complexity and thus the slots required to prepare the meal.

For example, Scotticus can use 3 of his battle chef recipe slots to prepare a culinarian's pizza recipe. When he gets into combat, he can use pizza up to 3 times. With each use, he chooses to benefit from the meal's filling, salty, or savory components. If he chooses to prepare a three-course meal, he can use pizza as a salty appetizer, an entrée, or a savory dessert.

Additional Ingredients: The additional ingredients of a culinarian meal only matter to a battle chef when he can create complex meals beginning at 10th level. For each flavor profile of a meal, the battle chef can include up to 1 additional ingredient. At 20th level, when he gains top of the food chain, the battle chef can include up to 3 additional ingredients with each flavor profile.



Culinarians and Battle Chef Recipes

A culinarian cannot learn battle chef recipes without copying them from a cookbook (see below). Common battle chef recipes are learned as complexity 2 meals requiring the specific flavor profile of the recipe and either a temperature or a texture ingredient. Complex meals, three-course meals, five-course meals and meals created with top of the food chain are learned as complexity 3, 4, 6 and 5 meals, respectively. Again, these meals include their required flavor profiles plus either temperature or texture.

Cookbooks

Cookbooks are the source of a chef's recipes. A blank cookbook costs 15 gp and weighs 3 lbs. It consists of 100 total pages, front and back. Like spellbooks, cookbooks come in compact and traveling sizes.

Adding New Recipes to a Cookbook

Recipes takes up 1 page per complexity in a cookbook. For culinarians, this usually mirrors the number of required flavor profiles in the recipe. Battle chefs tend to quickly scribble notes about their recipes, taking up 1 page each, but those with the Shorthand Recipe feat can use that feat to write more difficult meals into their cookbooks and speed up their preparation times.

Recipes Gained at a New Level: Each chef performs a certain amount of research between adventures. Each time a character attains a new culinarian level, she gains two recipes of her choice to add to her cookbook. The two free recipes must be of a complexity she can create. A battle chef can add two battle chef recipes or one culinarian recipe with a complexity no higher than half his battle chef level.

Stolen and Destroyed Cookbooks: A culinarian without her cookbook can only prepare the same recipes she prepared the day before. A destroyed cookbook can be replaced, and its meals rewritten exactly after 1 week, during which time the culinarian is distracted and takes a -2 penalty on concentration checks when creating meals.

Copying Recipes from a Cookbook

Both battle chefs and culinarians can add meals found in other cookbooks to their own. This functions just like copying spells from a spellbook, except as follows. The chef does not have to decipher the recipe unless it is in a language she doesn't know, in which case she uses Linguistics (DC 20 + the meal's complexity) in place of Spellcraft, and a *comprehend languages* spell automatically deciphers the recipe without a check.

Next, the chef spends 1 hour studying the recipe. At the end of the hour, she must make a Profession (cook) check (DC 15 + the meal's complexity). A chef de partie gains a +2 bonus on the Profession (cook) check if the new meal is from her chosen station. A battle chef gains this same bonus if the recipe is part of her cuisine specialty. If the check succeeds, the chef understands the meal and can copy it into her spellbook (see Adding New Recipes to a Cookbook, above).

Family Recipes

Family recipes are those kept away from others by a chef or group of chefs. They usually include exotic ingredients in place of other flavor profiles, or combine effects in new and different ways.

A chef can research a family recipe during downtime. This works in the same way as a wizard creating a spell, except the chef uses Profession (cook) in place of both Spellcraft and a related Knowledge skill to do so.

Reading a Culinary Recipe

What are spells if not magical recipes? What are recipes if not non-magical spells? A recipe has many of the same components as a spell, and thus is written in a similar fashion. Individual terms related to the components of a recipe can be found here. For specific effects, read the recipes themselves.

Unlike spells, recipes do not always follow a strict pattern. Each meal is treated individually, and while there are consistencies (salty ingredients tend to add electricity damage, sour adds acid, and so on), two recipes at the same station won't immediately look the same (fried ice cream and a scotch egg are very different meals). The important thing when reading a meal's recipe is that you come away with an understanding of why that meal has the effect it does. As your familiarity with different recipes grows, you'll hopefully start to see how your creation of the meals can help your allies or harm your enemies.

Station: The method of preparation for a meal. Culinarians can specialize in a station or act as chefs de tournant (roundsmen), gaining access to recipes from every station. Some recipes can be created using more than one station, but are more complex when prepared at one station over the other.

Complexity: How difficult the recipe is to turn into a meal. A character with access to recipes defines when she can learn to create more complex meals (culinarians can learn meals with a complexity up to half their level).

Flavor Profiles: The mandatory ingredients used to create the meal. These must be added in the listed order during creation of the meal or the culinarian risks ruining it. Adding a single ingredient to a meal can be done as a standard action and sometimes offers an additional benefit (such as the culinarian also making an attack).

Without an ability such as sous chef, a creature can only add 1 ingredient to a meal each round. At least 1 mandatory ingredient must be added to a meal each round or there is a risk of the meal being ruined.

Concentration: If a culinarian ends her turn without placing at least 1 ingredient into her hot pot, moves more than half her speed while carrying it, or is attacked while creating a meal, she must succeed at a Profession (cook) check to avoid ruining the meal. This functions as concentrating on a spell, with the meal's complexity acting as the spell level.

Additional Ingredients: Additional ingredients are flavor profiles that can be added for extra effect or to stall completing a meal for 1 or more rounds. Unless otherwise noted in the effect, each additional ingredient can only be added once per meal.

Duration: How long the meal lasts before it spoils and can no longer be consumed.

Serving Size: Indicates how many servings of a meal are available once it is complete.

Saving Throw: When consumed by an enemy, some meals allow a saving throw to reduce or negate their effects.

Effect: The effect the meal has when consumed. A meal cannot usually be consumed prior to being completed. When it is complete, the meal can be consumed as a move action that draws attacks of opportunity or fed to a creature with a successful touch attack.

Any creature can willingly consume a meal once it is created. To prevent an enemy from gaining the effects of her meal, a culinarian within reach of her hot pot can pick up and close it as a swift action. Culinarians with the Food Allergen feat can prepare meals that don't agree with certain creatures.

Occasionally, a meal will grant or cause an effect “as the spell.” In these cases, the effect is both magical and subject to spell resistance. Meals that grant supernatural effects work exactly like other supernatural effects. All other effects of meals are non-magical. Only the culinarian’s hot pot is considered magical in this case, and thus its ability to create and store meals is suppressed in areas with no magic or when dispelled.

Culinarian Recipes by Station and Complexity

Boucher

Butcher chefs do more than just prepare meats for other stations. They are the best culinarian to work with when it comes to meals composed primarily of meat.

Complexity 1 Recipes

Beef Tips: A straight-forward dish of left-over meat.

Cube Steak: A tenderized and flattened cut of meat.

Complexity 2 Recipes

Bound Protein Salad: Diced meat, poultry, or seafood with a thick dressing and garnish.

Salmon Steak: An easy fish meal that requires some butchering.

Complexity 3 Recipes

Antipasto: A combination of umami on a serving dish.

Brisket: A savory-sweet, slowly cooked meat with tomatoes, onions, garlic, brown sugar, and a touch of vinegar.

Surf and Turf: A combination of properly cooked fish and red meat.

Complexity 4 Recipes

Bacon-Wrapped Tenderloin: Meat wrapped in another meat, both of which must be cooked properly.

Confit: Meats that are first cured and then cooked and sealed in fat.

Complexity 5 Recipes

Steak Au Poivre: Pepper-crusted filet mignon in a cognac sauce.

Complexity 6 Recipes

Beef Wellington: Perfectly cooked tenderloin wrapped in puff pastry.

Salt-Crusted Fish: Stuffed and baked carefully in a mound of salt.

Turducken: Turkey stuffed with chicken, and duck.

Entremetier

Vegetable chefs prepare soups and other hot dishes only occasionally involving meat or fish, including vegetable dishes and egg dishes.

Complexity 1 Recipes

Fried Green Tomato: A battered tomato with a bite.

Noodle Soup: A thin broth over noodles.

Scrambled Eggs: Eggs beaten evenly to a fluff and cooked.

Complexity 2 Recipes

Macaroni and Cheese: A mix of pasta and cheese.

Complexity 3 Recipes

Chowder: A fish or vegetable soup thickened with roux.

Complexity 4 Recipes

Bisque: A rich, creamy soup typically made with shellfish.

Carbonara: A pasta dish made with egg, hard cheese, guanciale, and pepper.

Complexity 5 Recipes

Jambalaya: A balanced combination of meat and vegetables mixed with rice.

Complexity 6 Recipes

Boeuf Bourguignon: A beef stew braised in red wine and beef stock. Flavored and garnished with vegetables and bacon.

Consommé: A perfectly clear stock, free of impurities.

Coq au Vin: Tender chicken braised with wine, lardons, and mushrooms in a red wine sauce.

Friturier

Fry cooks handle any foods that must be cooked in oils or other animal fats. This can include anything from meats to potatoes to vegetables.

Complexity 1 Recipes

Fried Green Tomato: A battered tomato with a bite.

Beer-Battered Onion Ring: Battered onions.

Wonton: Extremely thin pastry sometimes filled with savory or sweet ingredients.

Complexity 2 Recipes

Eggroll: A vegetable and meat-filled batter.

French Toast: Bread soaked in an egg mix, topped with fruit and syrup.

Fritter: A fruit-filled batter.

Complexity 3 Recipes

Churro: Pastry dough rolled in cinnamon and sugar.

Fish and Chips: Lightly battered fish and starch served together.

Wing: Meat, sometimes breaded, served on the bone with sauce.

Complexity 4 Recipes

Chicken and Waffles: A combination of fried chicken and waffles with gravy, sauce, and syrup.

Escovitch: Meat (usually fish) fried, then doused liberally with a pickling sauce made from vinegar, pimento, onions, pepper, and sometimes carrots.

Popper: A battered pepper stuffed with cheese.

Complexity 5 Recipes

Blooming Onion: A battered, large onion cut to resemble a flower.

Poutine: A combination of fries, gravy, and cheese curds.

Ravioli, Toasted: A battered pasta stuffed with sauce and cheese.

Complexity 6 Recipes

Fried Ice Cream: Ice cream in a corn flake batter.

Scotch Egg: A hard or soft-boiled egg wrapped in sausage meat, coated in bread crumbs.

Garde Manger

Pantry chefs handle appetizer and side dish preparation. Their meals are most often served cold or at room temperature.

Complexity 1 Recipes

Fruit Plate: A combination of fruits on a serving dish.

Hummus: Mashed chickpeas with tahini and garlic.

Vegetable Tray: A combination of vegetables on a serving dish.

Complexity 2 Recipes

Antipasto: A combination of umami on a serving dish.

Fruit Salad: A blend of fruits, mixed and topped with yogurt.

Mixed Presentation Salad: A blend of vegetables mixed and topped with dressing.

Complexity 3 Recipes

Béchamel: A roux whisked with milk or other dairy to make a white sauce.

Bound Protein Salad: Diced meat, poultry, or seafood with a thick dressing and garnish.

Chef's Salad: A mix of hard-boiled eggs, ham, turkey, tomatoes, cucumbers, and cheese; all placed upon a bed of tossed lettuce or other leaf vegetables.

Complexity 4 Recipes

Charcuterie: An array of preserved and prepared meat dishes.

Complete Salad: An equal measure of vegetables, starch, and protein.

Complexity 5 Recipes

Potato Salad: Boiled potatoes, sometimes mashed and mixed with bacon, onion, and dressing.

Spring Roll: A rice paper-wrapped vegetable medley.

Complexity 6 Recipes

Fresh Pasta Salad: Homemade pasta mixed with vegetables and dressing.

Grillardin

Complexity 1 Recipes

Grilled Cheese: Bread and cheese, toasted.

Complexity 2 Recipes

French Toast: Bread soaked in an egg mix, topped with fruit and syrup.

Burger, Simple: Bread, toppings, meat.

Complexity 3 Recipes

Pancake: A thick batter grilled and served with toppings such as fruits and syrup.

Pizza: A blend of cheese, sauce, toppings, and crust.

Complexity 4 Recipes

Burger, Gourmet: A variety of different burgers with high quality toppings.

Complexity 5 Recipes

Kebab: A skewer of meats and vegetables, cooked together.

Complexity 6 Recipes

Burger, Heart Attack: A gourmet burger with additional components and an over-medium egg.

Patissier

Pastry chefs are some of the more eccentric members of the culinarian brigades. While not the sole source of sweet dishes, they do offer a majority while also finding creative ways to make what would seem sweet savory instead.

Complexity 1 Recipes

Bread, Hertzberg: A simple bread made of flour, salt, water, and yeast.

Pound Cake: 1 lb. each of butter, eggs, flour, and sugar.

Complexity 2 Recipes

Bread, Grain: A bread composed with wheat or other grains.

Cookie: A cookie is a baked good with a variety of fillings and toppings, served warm or cold.

Complexity 3 Recipes

Bread, Sourdough: Bread made only after fermenting the dough first.

Fruit Pie: A thin-crust pie filled with fruit and sugar.

Pizza: A blend of cheese, sauce, toppings, and crust.

Complexity 4 Recipes

Cheesecake: A mixture of soft, fresh cheese, eggs, and sugar.

Custard Pie: A gelled pastry, such as lemon meringue.

Fried Ice Cream: Ice cream in a corn flake batter.

Complexity 5 Recipes

Baked Alaska: Cold, creamy ice cream packed within a charred meringue crust.

Pizza, Artisan: A classic, traditional pizza made with specific technique and ingredients.

Soufflé: Egg yolks and beaten egg whites combined with other ingredients and served as a savory main dish or dessert.

Complexity 6 Recipes

Croissant: Crispy, flaky bread with butter folded into the dough.

Gateau St. Honoré: Puff pastry, pâte à choux, and caramelized sugar, with a filling of pastry cream and Italian meringue.

Macaron: A delicacy combining ground almonds and meringue that is incredibly sensitive to moisture.

Rotisseur

Roast chefs are similar to butchers, but their dishes often feature more vegetables and liquid-focused preparation techniques.

Complexity 1 Recipes

Beef Tips: A straight-forward dish of left-over meat.

Cube Steak: A tenderized and flattened cut of meat.

Roasted Vegetables: A variety of vegetables, roasted with spices and seasoning.

Complexity 2 Recipes

Galbi-Jjim: Braised short ribs with jujube, ginkgo nuts, carrots, and pine nuts.

Salmon Steak: An easy fish meal that requires some butchering.

Complexity 3 Recipes

Kalua Pork: A salty meal cooked with liquid smoke.

Velouté: A light roux whisked with chicken, turkey, fish or any other clear stock.

Complexity 4 Recipes

Brisket: A savory-sweet, slowly cooked meat with tomatoes, onions, garlic, brown sugar, and a touch of vinegar.

Leaf-Wrapped Roast Pork: A slow-cooked meal typically suspended over an open pit with fire-heated stones, banana leaves, and coconut milk.

Pilaf: A combination rice and pasta.

Complexity 5 Recipes

Bacon-Wrapped Tenderloin: Meat wrapped in another meat, both of which must be cooked properly.

Bolognese: A meat sauce with specific spice requirements.

Cous-Cous: A tricky pasta that requires expert timing.

Complexity 6 Recipes

Baked Alaska: Cold, creamy ice cream packed within a charred meringue crust.

Pad Thai: A stir-fry of noodles, egg, tofu, and a variety of perfectly cooked sauce, paste, meats and vegetables.

Paella: Short-grain rice that absorbs liquid even as the exterior is toasted to crunchy.

Roundsman

Chefs de tournant act as the generalist station, and their meals can be prepared by any culinarian or battle chef with access to the proper ingredients.

Complexity 1 Recipes

Rice: A multi-purpose dish with great texture.

Complexity 6 Recipes

Holiday Feast: A feast of multiple foods prepared for an entire group in very little time.

Saucier

Sauté chefs mix sauces and prepare dishes used primarily to complement other meals.

Complexity 1 Recipes

Espagnole: A basic, brown sauce.

Complexity 2 Recipes

Béchamel: A roux whisked with milk or other dairy to make a white sauce.

Velouté: A light roux whisked with chicken, turkey, fish or any other clear stock.

Complexity 3 Recipes

Tomato Sauce: A tomato base sometimes thickened with roux.

Complexity 4 Recipes

Bolognese: A meat sauce with specific spice requirements.

Complexity 5 Recipes

Hollandaise: A delicate emulsion of egg yolk and melted butter.

Complexity 6 Recipes

Béarnaise: A slow-cooked mix of clarified butter, vinegar, shallots, egg yolks and various herbs.

Consommé: A perfectly clear stock, free of impurities.

Mole: A savory chocolate sauce that traditionally takes several days to prepare.

Recipe Descriptions

Antipasto

Station and Complexity boucher 3, garde manger 2

Flavor Profiles umami, salty

Additional Ingredients bitter, sour, spicy, or texture

Duration 1 hour/level; **Serving Size** 3

Antipasto is a combination of different meats that give long term energy.

When consumed, it grants a +1 enhancement bonus on attacks and damage for the duration.

Additional ingredients increase the enhancement bonus and serving size by +1 each, to a maximum of +1 per 2 levels.

Bacon-Wrapped Tenderloin

Station and Complexity boucher 4, rotisseur 5

Flavor Profiles umami, salty, temperature, temperature

Additional Ingredients bitter, sour, spicy, or texture

Duration 1 round/level; **Serving Size** 5

Bacon-wrapped tenderloin is a high protein dish comprised of a specific cut of meat wrapped in cured bacon, cooked together to the proper temperature.

When consumed, it grants a +4 enhancement bonus to Strength or Constitution for the duration.

Additional bitter and sour ingredients each grant a +1 enhancement bonus to Constitution, or increase the bonus by +1.

Additional spicy and texture components each grant a +1 enhancement bonus to Strength, or increase the bonus by +1.

Baked Alaska

Station and Complexity patissier 5, rotisseur 6

Flavor Profiles texture, sweet, temperature, sweet, temperature

Additional Ingredients salty, sour, spicy, or texture

Duration 1 round/level; **Serving Size** 6

Baked Alaska is a cake topped with ice cream, covered in meringue and toasted. It requires knowledge of several different preparation techniques and the reflexes to avoid melting the ice cream or scorching the top.

When consumed, it grants a +4 enhancement bonus to Dexterity or Intelligence for the duration.

Additional sour and texture ingredients each grant a +1 enhancement bonus to Dexterity, or increase the bonus by +1.

Additional salty and spicy components each grant a +1 enhancement bonus to Intelligence, or increase the bonus by +1.

Béarnaise

Station and Complexity saucier 6

Flavor Profiles sour, bitter, spicy, umami, temperature, texture

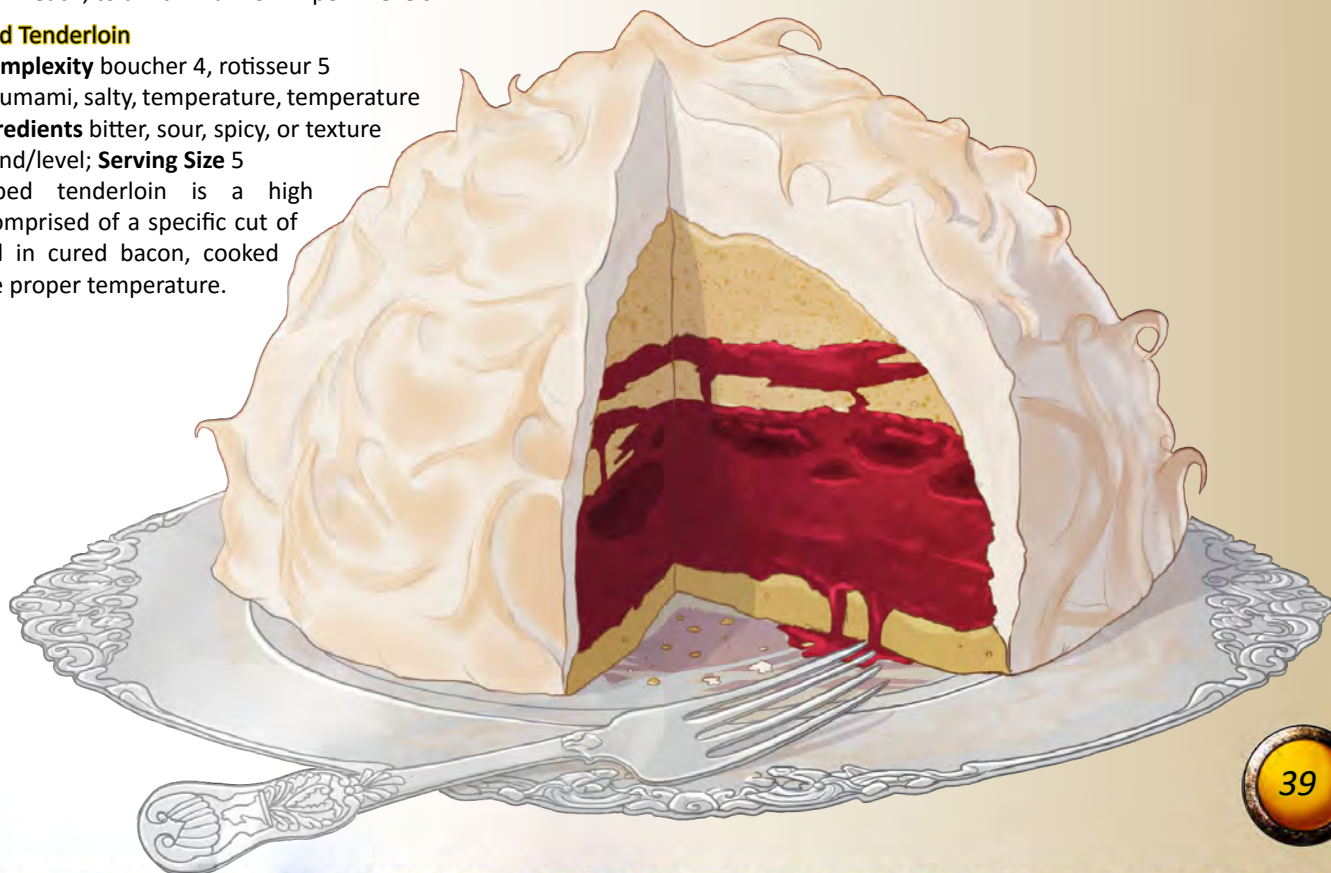
Additional Ingredients bitter, spicy, or temperature

Duration 1 minute/level; **Serving Size** 1d6

Saving Throw Fortitude negates or

Béarnaise is a sauce made of clarified butter emulsified in egg yolks and white wine vinegar and flavored with herbs. Only the greatest of chefs can truly master the exact balance of tastes that make the best béarnaise.

When consumed, it blinds and deafens the target, as with a non-magical *blindness/deafness* effect for the duration.



Alternatively, 1 serving of béarnaise can be added to a meal with an umami flavor profile as an additional ingredient of its flavor profiles and consumed. This increases that meal's duration and serving size by +6. Béarnaise can only be added to a meal once in this way.

Additional ingredients increase the serving size and the bonus or saving throw DC by +1 each.

Béchamel

Station and Complexity garde manger 3, saucier 2

Flavor Profiles salty, temperature

Additional Ingredients temperature or umami

Duration 1 hour/level; **Serving Size** 3

Béchamel is a basic white sauce made with butter, flour, and milk used to give new life to dishes that have gotten old or stale.

When added to any food item as a standard action, one serving of béchamel acts as a non-magical *purify food and drink*. It can purify and preserve up to 1 cubic foot of spoiled or old food and make it edible for the duration.

Additional ingredients increase the serving size by +1 and allow the béchamel to be added to meals with that flavor profile as an additional ingredient, changing their remaining duration to its own.

Beef Tips

Station and Complexity boucher 1, rotisseur 1

Flavor Profiles umami

Additional Ingredients bitter, salty, sour, spicy, temperature, texture, or umami

Duration 1 round/level (maximum 5 rounds); **Serving Size** 1d4

Beef tips are leftover meat from higher-end cuts that are cooked to taste, awakening the senses and building morale in a pinch through tiny morsels of flavor.

When consumed, beef tips grant a +1 morale bonus on saving throws against charm and fear effects.

Additional ingredients increase the bonus and serving size by +1 each, to a maximum of +1 per 2 culinarian levels. Each additional ingredient also grants an extra benefit.

bitter: The bonus also applies to AC while wearing light or no armor.

salty: The bonus also applies as resistance to electricity damage.

sour: The bonus also applies as resistance to acid damage.

spicy: The bonus also applies as resistance to fire damage.

temperature: The bonus also applies as resistance to cold damage.

texture: The bonus also applies as DR /bludgeoning or magic.

umami: The bonus also applies to attacks and damage as a competence bonus.

Beef Wellington

Station and Complexity boucher 6

Flavor Profiles umami, temperature, texture, salty, texture, temperature

Additional Ingredients bitter, salty, sour, spicy, or texture

Duration 10 minutes/level **Serving Size** 2d6

Beef Wellington starts with a preparation of fillet beef steak coated with a layer of pâté (paste made from beef or poultry) and duxelles (mushrooms, onions, and spices). It is then wrapped in a puff pastry, cooked, and served in slices.

When consumed, beef wellington grants a *telepathic bond*

effect, as the spell, for the duration.

5 servings of beef wellington can be consumed by one creature each round in succession. At the end of the final round, it creates a *contact other plane* effect for as long as the creature concentrates.

Additional ingredients increase the serving size by +1 each.

Beer-Battered Onion Ring

Station and Complexity friturier 1

Flavor Profiles texture

Additional Ingredients salty, sour, spicy, or temperature

Duration 1 round/level; **Serving Size** 1d8

Saving Throw Fortitude half; see text

Beer-battered onion rings are delicious, golden brown bites of onion, flour, salt, and a pint of ale or beer that can overwhelm the senses.

When consumed, onion rings deal 1d6 fire damage + 1 fire damage per level, to a maximum of 1d6+5 fire damage at 5th level.

Additional ingredients increase the serving size by +1 and the damage by +1d6 each. They may also change the damage type.

salty: The damage type becomes electricity.

sour: The damage type becomes acid.

temperature: The damage doesn't increase, but becomes ongoing burn damage for the duration instead. Each round on its turn, the subject may attempt a new saving throw or drink at least 8 oz. of milk as a move action to end the effect.

Blooming Onion

Station and Complexity friturier 5

Flavor Profiles sweet, salty, texture, temperature, texture

Additional Ingredients sour or spicy

Duration 1 round/level; **Serving Size** 1

Saving Throw Fortitude half

A blooming onion is usually a large, sweet onion cut to resemble a flower, battered, and deep-fried until golden brown and crispy.

When consumed, it deals 1d6 damage per level (maximum 15d6). Half of this damage is acid and the other half is electricity.

Additional ingredients increase the serving size by +1 each.

Bolognese

Station and Complexity rotisseur 5, saucier 4

Flavor Profiles texture, sour, salty, umami

Additional Ingredients bitter, spicy, temperature, or texture

Duration 1 round/level; **Serving Size** 5

Bolognese is a sauce with basil, garlic, meat, onion, salt, and tomato served over pasta that requires attentiveness and a bit of flair to get the perfect consistency.

When consumed, it grants a +4 enhancement bonus to Wisdom or Charisma for the duration.

Additional bitter and texture ingredients each grant a +1 enhancement bonus to Wisdom, or increase the bonus by +1.

Additional spicy and temperature components each grant a +1 enhancement bonus to Charisma, or increase the bonus by +1.

Bound Protein Salad

Station and Complexity boucher 2, garde manger 3

Flavor Profiles salty, umami

Additional Ingredients bitter, sour, spicy, texture, or umami

Duration 10 minutes/level **Serving Size** 1

A bound salad is a thick mixture of protein, eggs, salt, and oil with additional ingredients to taste.

When consumed, a bound protein salad grants a *magic aura*, as the spell, for the duration.

Additional ingredients increase the serving size by +1.

Additional bitter, sour, and spicy ingredients also grant a *hide from animals* effect, as the spell, for the duration.

Additional texture and umami ingredients also grant a *hide from undead* effect, as the spell, for the duration.

Bread, Grain

Station and Complexity patissier 2

Flavor Profiles salty, texture

Additional Ingredients bitter, spicy, or umami

Duration 10 minutes/level **Serving Size** 1d4

Grain bread is a mixture of different grains, bloomed or unbloomed, sometimes ground or left whole and mixed with salt, water, and yeast. Every culture capable of writing recipes has some form of grain bread in its kitchens. Each serving counts as 1 day of rations.

When consumed, grain bread grants the ability to understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The meal grants understanding of an unknown language, not the ability to speak or write it.

Written material can typically be read at the rate of one page (250 words) per minute. Magical writing cannot be deciphered with grain bread, nor does it decipher codes or reveal messages concealed in otherwise normal text.

Additional ingredients increase the serving size by +1 each. If all three additional ingredients are included, grain bread also grants a *tongues* effect, as the spell.

Bread, Hertzberg

Station and Complexity patissier 1

Flavor Profiles salty

Additional Ingredients none

Duration permanent **Serving Size** 1d4

A Hertzberg is a bread made without kneading, comprised of flour, salt, water, and yeast. Each serving counts as 1 day of rations.

Bread, Sourdough

Station and Complexity patissier 3

Flavor Profiles salty, sour, texture

Additional Ingredients none

Duration 1 day/level **Serving Size** 2d6

Sourdough bread is made of flour, salt, water, and yeast, baked after fermenting to create a distinct flavor and longer pantry-life. It can be tossed in the general area as part of a special, 1-minute ritual that calls birds from up to a mile away. These birds can give general answers to questions asked, as if using a non-magical *speak with animals* effect. For example, one could ask if there is drinkable water in the area, the location of predators or other creatures, directions to a mountaintop or other natural feature, and so on, and the local bird communities would answer to the best of their ability.

When a serving is used as the texture component for a burger, french toast, or a similar meal, that meal's duration is changed to match the sourdough's remaining duration until consumed, at which point the meal's original duration begins.

When consumed by itself, sourdough bread counts as 1 day's worth of rations.

Burger, Gourmet

Station and Complexity grillardin 4

Flavor Profiles texture, umami, temperature, texture

Additional Ingredients bitter, salty, sour, spicy, or umami

Duration 1 round/level; **Serving Size** 1d4

A gourmet burger is a more rich and flavored version of a simple burger, with more sauces and vegetables and, if one wants, slices of softened cheese.

When consumed, it grants a *haste* effect, as the spell, for the duration.

Additional ingredients increase the serving size by +1 each.

Additional sour and spicy ingredients add an additional +5 ft. of speed each.

Brisket

Station and Complexity boucher 3, rotisseur 4

Flavor Profiles salty, umami, texture

Additional Ingredients bitter, sour, spicy, or sweet

Duration 1 round/level **Serving Size** 1

Brisket is beef slowly cooked with a combination of tomatoes, onions, garlic, sugar, and a bit of vinegar. Prepared properly, the meat is so tender it melts in one's mouth.

When consumed, brisket grants an augury effect, as the spell, but only looking up to 10 minutes into the future.

Additional ingredients increase both the percent chance of success by +1% and how far into the future can be augured by +5 minutes each.

Burger, Heart Attack

Station and Complexity grillardin 6

Flavor Profiles texture, umami, temperature, umami, texture, umami

Additional Ingredients bitter, salty, sour, spicy, or texture

Duration 1 round/level; **Serving Size** 1

A heart attack is 1/2 lb. burger with 1/4 lb. of bacon, cheese, and no less than 2 eggs, in addition to any other available toppings.

When consumed, a heart attack burger grants the ability to recover from deadly wounds with restored vitality and a will to fight, but at a price. The burger immediately causes 1d4 points of Intelligence and Wisdom damage, but grants a +4 enhancement bonus to Constitution and Strength, damage reduction 5/—, and the benefits of a *haste* spell. In addition, it heals 4d8 points of damage + 1 point per culinarian level (maximum +25).

If served to a creature that has died within 1 round, a heart attack burger can even save that creature from death by healing the damage from an otherwise mortal wound, though it does not prevent death from massive damage or from causes other than hit point loss.

At the end of the duration, a heart attack burger takes a heavy toll, causing exhaustion and inflicting 1d4 points of Constitution damage.

Consuming a heart attack burger counts as triggering a *resurgent transformation* spell, and doing either more than once in a day is particularly risky. Consuming a second heart attack burger in a 24-hour period inflicts an additional 1d4 points of Constitution damage and results in death from system shock unless you succeed at a DC 15 Fortitude save, made after the Constitution damage has been applied.

Additional bitter and umami ingredients increase the duration and serving size by +1 each.

Additional salty and sour ingredients increase the healing by +1d8 each.

Additional spicy ingredients increase the duration to 1 hour/level.

When consumed, the effects above last for 1 round/level.

Burger, Simple

Station and Complexity grillardin 2

Flavor Profiles texture, umami

Additional Ingredients bitter, salty, sour, spicy, or umami

Duration 1 minute/level; **Serving Size** 1

A simple burger is a round piece of grilled minced meat between two slices of bread, with various raw or cooked vegetables as toppings and sauces to taste. It's a meal fit for someone who is in a hurry.

When consumed, it grants an *expeditious retreat* effect, as the spell, for the duration.

Additional sour or spicy ingredients add an additional +5 ft. of speed each.

Additional bitter, salty, or umami ingredients increase the serving size by +1 each.

Carbonara

Station and Complexity entremetier 4

Flavor Profiles texture, salty, umami, spicy

Additional Ingredients none

Duration 1 round/level; **Serving Size** 4

Carbonara is a pasta dish made with egg, hard cheese (like parmesan), guanciale (pork), and pepper, served to the ailing to quickly get them through a bad fit or illness.

When consumed, all recurring afflictions (those with a frequency, including curses, diseases, and poison) immediately trigger, requiring an immediate saving throw (as described in the affliction) to avoid suffering their effects. The duration and frequency of those afflictions are changed to match the carbonara's remaining duration. Afflictions without a frequency are unaffected by this meal.

Cheesecake

Station and Complexity patissier 4

Flavor Profiles sweet, temperature, texture, temperature

Additional Ingredients salty, sour, or sweet

Duration 1 hour/level; **Serving Size** 2d4

Cheesecake is a mixture of ricotta or other soft cheese, eggs, and sugar, poured into a thick crust and baked in a water bath for consistency. It is often served with one or more special toppings to complement its flavors. Each serving can be consumed as a free action when making an attack roll or skill check to gain a +1d8 luck bonus on the roll. This bonus can be added after the result of the check is revealed.

Additional salty ingredients allow the cheesecake to be served to enemies within reach when they make an attack roll to force them to reroll and take the lower value.

Additional sour ingredients allow servings to be consumed as a free action to reroll a failed attack or skill check instead.

Additional sweet ingredients allow the luck bonus to treat a 1 or 2 on the d8 as a 3.

Chicken and Waffles

Station and Complexity friturier 4

Flavor Profiles umami, texture, salty, temperature

Additional Ingredients bitter, salty, spicy, or sweet

Duration 8 hours; **Serving Size** 1d6

Chicken and waffles is a filling combination of poultry breaded with flour and egg served on top of a thick, thatched pastry made of butter, eggs, flour, milk, and sugar. Both are covered in a surprisingly decadent blend of gravy, syrup, and hot sauce. It is known by many to tease the tastebuds and keep awareness at a peak.

Deep Diver

Prerequisite: Endurance.

Benefit: You gain a +4 bonus on Acrobatics checks to reduce falling damage when diving into water and on Perception checks in dim light or darkness underwater. When attempting a Swim check to swim downward (at least 45 degrees down from the horizontal), on a successful check you can swim half your speed as a move action, or your speed as a full-round action. If you have a swim speed, it increases by 10 feet when you spend a move action to swim only downward.

In addition, you can hold your breath for a number of rounds equal to three times your Constitution score, and you gain a +4 bonus on Constitution checks to continue holding your breath after this time and to resist the effects of the cold environment underwater. Pressure damage you take from deep water is halved.

When consumed, it allows the target to sit peacefully for up to 8 hours and still gain all benefits of a full night's rest without actually sleeping. Any activity that would wake a creature breaks this effect, but the target can keep watch without ending it.

Once a creature has consumed chicken and waffles, it cannot benefit from this meal again until it has rested for at least 8 hours without the effect.

Additional ingredients increase the serving size by +1 each.

Churro

Station and Complexity friturier 3

Flavor Profiles sweet, texture, temperature

Additional Ingredients bitter, sour, spicy, or sweet

Duration 1 minute/level; **Serving Size** 1

A churro is a fried choux pastry (butter, eggs, flour, water), often rolled in a combination of sugar and cinnamon and sometimes served with a dipping sauce or fruits to cut the sweet flavor.

When completed, a churro can be held in 1 hand, granting a +5 shield bonus to AC for the duration.

Additional ingredients increase the serving size and shield bonus by +1 each and allow the churro to be consumed for a *fire shield* effect, as the spell, which lasts for 1 round/level.

Complete Salad

Station and Complexity garde manger 4

Flavor Profiles temperature, bitter, texture, umami

Additional Ingredients sour, spicy, or sweet

Duration 1 hour/level; **Serving Size** 4

A complete salad is an even balance of vegetables, starches (bread, grains, or potatoes), and meats that improves eye strength and awareness.

When consumed, it grants darkvision out to 30 feet for the duration.

Additional sour ingredients also grant low-light vision for the duration.

Additional spicy ingredients also grant scent out to 30 feet for the duration.

Additional sweet ingredients increase the range of darkvision by +30 feet.

Confit

Station and Complexity boucher 4

Flavor Profiles umami, salty, temperature, texture

Additional Ingredients bitter, sour, spicy, or sweet

Duration 1 minute/level **Serving Size** 1d4

Confit is a meal typically cooked long and slow as a means of preserving it. It contains salt, garlic, pepper, and either pork, poultry, or sweet potatoes. Sweet confit usually trades garlic for honey and pepper for one or more different fruits.

As a standard action, two servings of confit can be thrown up to 15 feet, creating a non-magical *grease* effect in a 10-ft. square.

When consumed, confit grants a non-magical improved slick effect, as the armor enhancement.

Additional ingredients increase the serving size by +1 each.

Consommé

Station and Complexity entremetier 6, saucier 6

Flavor Profiles umami, bitter, salty, temperature, texture, temperature

Additional Ingredients sweet or temperature

Duration 1 round/level; **Serving Size** 6

Consommé is a clear soup made by mixing ground meats, carrots, celery, onion, tomatoes, and egg whites into a bouillon or stock, then simmering and stirring frequently to bring impurities to the surface. After filtering and/or skimming the soup for purity, it is finally ready.

When consumed, it grants a +6 enhancement two physical ability scores (Strength, Dexterity, or Constitution) for the duration.

Additional sweet ingredients grant the bonus to two mental ability scores (Intelligence, Wisdom, or Charisma) for the duration instead.

Additional temperature ingredients grant the bonus to all three ability scores for the duration.

Cookie

Station and Complexity patissier 2

Flavor Profiles sweet, texture

Additional Ingredients sweet, sour, spicy, or temperature

Duration 1 hour/level; **Serving Size** 2d6

Cookies are baked goods (baking soda, butter, eggs, flour, salt, and sugar) with a variety of fillings and toppings, in many different shapes. They can be served warm or cold.

When consumed, a cookie grants a +2 morale bonus on save DCs of transmutation spells cast by the target for the duration.

Additional ingredients increase the bonus and serving size by +1 each, to a maximum of +1 per 2 culinarian levels. Each additional ingredient also grants an extra benefit.

sweet: The bonus also applies to enchantment save DCs.

sour: The bonus also applies to the caster level of abjuration spells.

spicy: For the duration, the target can ignore ingested poisons or other effects of consumable items.

temperature: The bonus also applies to evocation save DCs.

Croissant

Station and Complexity patissier 6

Flavor Profiles sweet, salty, temperature, texture, temperature, texture

Additional Ingredients sour, spicy, sweet, or umami

Duration 1 hour/level; **Serving Size** 2

A soft, flaky pastry (butter, egg, flour, milk, salt, sugar, yeast) with an extra use of butter folded in and shaped in the form of a crescent moon, a croissant can have different fillings and toppings. Each serving functions as a holy symbol.

When consumed, a croissant grants natural attacks and weapons wielded by the target the ability to overcome Damage Reduction /silver for the duration.

Additional sour or spicy ingredients increase the serving size by +1 each and grant the bane magic weapon property against fey and lycanthropes for the duration.

Additional sweet or temperature ingredients increase the duration by +2 each and grant the ability to turn fey and lycanthropes as a cleric of the culinarian's level for the duration. This otherwise functions like the Turn Undead feat.

Cube Steak

Station and Complexity boucher 1, rotisseur 1

Flavor Profiles umami

Additional Ingredients bitter, salty, sour, spicy, sweet, temperature, or texture

Duration 1 minute/level; **Serving Size** 1

Cube steak is a meat pounded thin and seasoned lightly before cooking.

When consumed, it grants an attack that can be made with proficiency as a standard action for the duration. This attack counts as a one-handed melee weapon that deals 1d6 + strength modifier bludgeoning damage with a critical multiplier of x3.

Additional ingredients increase the serving size by +1 and the damage by +1d6 each, to a maximum of +1d6 per 2 levels.

Custard Pie

Station and Complexity patissier 4

Flavor Profiles texture, sweet, texture, temperature

Additional Ingredients salty or sweet

Duration 1 round/level; **Serving Size** 1

Custard pie is a rich pie made with milk, eggs, sugar, and other ingredients. A favorite of slap-stick comedians, it's a great alternative against creatures that have no mouth or don't have to eat because its effect does not require it to be consumed. Creatures without a discernable face are immune to a custard pie's effects.

As a standard action, a custard pie can be thrown up to 10 feet as a ranged touch attack. On a successful hit, the target is blinded and unable to use the verbal components of spells for the duration. A creature can use a full-round action to clear its face of pie, negating these effects.

Additional ingredients also deal 1d6 bludgeoning damage on a hit each, and the thrower adds her Strength modifier to the total. This damage is multiplied on a critical hit.

Escovitch

Station and Complexity boucher 5, friturier 4

Flavor Profiles umami, temperature, texture, sour

Additional Ingredients spicy or temperature

Duration 1 hour/level; **Serving Size** 1d4

Escovitch is fish covered in a dressing of vinegar, onions, peppers, and usually root vegetables (potatoes, carrots, turnips). The combination of flavors forms a temporary bond with the sea.

When consumed, it grants the ability to call forth a powerful, supernatural *hydraulic torrent* effect once within the duration. The torrent's stream batters all creatures and obstacles in a 60-ft.-line, or until it strikes something it cannot push past. Against creatures and movable objects this stream acts as a bull rush that can be used against creatures of any size, not just those one size larger. The CMB for this bull rush combat maneuver is equal to the culinarian's level plus her Intelligence or Wisdom modifier, whichever is highest. This bull rush does not provoke an attack of opportunity.

Against immovable objects this stream instead allows a Strength check to destroy the target.

When attempting to break an object, the stream has an effective Strength equal to the culinarian's level plus the ability score modifier as above. The Break DC depends on the object.

The stream can extinguish any normal fires it encounters along its path. Magical fires are unaffected.

Additional spicy ingredients also deal fire damage equal to 2d6 + the ability score modifier above.

Additional temperature ingredients also deal cold damage equal to 2d6 + the ability score modifier above.

Espagnole

Station and Complexity saucier 1

Flavor Profiles salty

Additional Ingredients sour, spicy, sweet, or temperature

Duration 1 minute; **Serving Size** 1d4

Espagnole is a basic, brown sauce made of butter, carrots, celery, flour, onion, beef stock, and tomato with at least 1 use of any spice. It can be used in place of a salty ingredient when creating a meal to increase that meal's duration and serving size by +1. This can allow a meal to exceed its maximum duration.

Additional ingredients increase the duration and serving size by +1 each and allow the espagnole to be used in place of that type of flavor profile as well.

Fish and Chips

Station and Complexity friturier 3

Flavor Profiles salty, texture, umami

Additional Ingredients bitter, sour, or spicy

Duration 1 minute/level; **Serving Size** 1d6

Fish and chips is a white fish breaded with egg and breadcrumbs served with fried potatoes and a side in which to dip both.

When consumed, it grants Deep Diver as a bonus feat for the duration.

Additional ingredients increase the serving size by +1 each and also grant a *water breathing* effect, as the spell, for the duration.

French Toast

Station and Complexity friturier 2, grillardin 2

Flavor Profiles texture, sweet

Additional Ingredients salty, sour, spicy, sweet, temperature, or umami

Duration 1 minute/level; **Serving Size** 1d6

French toast is made when stale bread is soaked in egg beaten with milk or water and grilled or fried and topped with fruit and syrup. It also can be served as a salty dish with different toppings.

When consumed, french toast grants a +2 enhancement bonus on Bluff and Diplomacy checks for the duration.

Additional ingredients increase the bonus and serving size by +1 each, to a maximum of +1 per level.

Additional salty, temperature, and umami ingredients grant the bonus on Handle Animal and Intimidate checks for the duration instead.

Fresh Pasta Salad

Station and Complexity garde manger 6

Flavor Profiles temperature, sweet, umami, salty, spicy, texture

Additional Ingredients bitter, salty, sour, texture, or umami

Duration 1 hour/level; **Serving Size** 6

Fresh pasta salad is a cold, cooked pasta commonly mixed with cheese, cured meats, olives, tomato, herbs, oil and vinegar.

When consumed, it grants a +6 bonus on saving throws against curses, hexes, and negative emotion-based effects (such as *crushing despair*, *rage*, or fear effects) for the duration.

Additional ingredients increase the duration and serving size by +1 each.

Fried Green Tomato

Station and Complexity entremetier 1, friturier 1

Flavor Profiles sour

Additional Ingredients spicy, texture, temperature, or umami

Duration 1 hour/level; **Serving Size** 1d4

Fried green tomatoes are unripe tomatoes often coated in cornmeal or flour—with or without a buttermilk or egg wash—and fried in bacon fat.

When consumed, they grant a +1 enhancement bonus on all Perception checks for the duration.

Additional ingredients increase the bonus and serving size by +1 each, to a maximum of +1 per 2 levels.

Fried Ice Cream

Station and Complexity friturier 6, patissier 4

Flavor Profiles sweet, texture, temperature, temperature

Additional Ingredients sweet, temperature, or texture

Duration 1 round/level; **Serving Size** 1d6

Saving Throw Fortitude half

Fried ice cream is prepared by dipping scoops of ice cream in a batter (egg, flour, water), freezing them, and then quickly frying them before they can melt.

When consumed, fried ice cream deals 1d6 damage per level (maximum 15d6). Half of this damage is cold and the other half is fire.

Additional ingredients increase the serving size by +1 and the damage by +1d6 each.

Fritter

Station and Complexity friturier 2, patissier 2

Flavor Profiles texture, temperature

Additional Ingredients bitter, salty, sour, spicy, sweet, or umami

Duration 1 hour/level; **Serving Size** 1

Saving Throw Will negates

A fritter is a portion of batter (egg, flour, water) or bread which has been filled with bits of meat, seafood, fruit, vegetables or other ingredients, prepared in both sweet and savory varieties.

When consumed, it causes a *charm person* effect, as the spell, for the duration.

Additional ingredients increase the serving size by +1 each.

Additional sour and sweet ingredients cause a *hideous laughter* effect, as the spell, for 1 round/level instead.

Fruit Pie

Station and Complexity patissier 3

Flavor Profiles sweet, spicy, temperature

Additional Ingredients bitter, sour, temperature, or texture

Duration 1 hour or less, then 1 minute/level; see text; **Serving Size** 1d10

Saving Throw Will negates

A delicious baked pastry (butter, flour, salt, sugar, water) filled with pieces of fruit and sometimes jelly or jam, fruit pie is a satisfying meal with an enchanting aroma. While a fruit pie remains whole, it creates a non-magical *enthrall* effect as if the culinarian spoke or sang for 1 full round. This effect remains for 1 hour unless the culinarian creates another meal or one or more servings of the pie are consumed.

When consumed, a serving of fruit pie creates a non-magical *charm monster* effect for the duration.

Additional ingredients increase the save DC and serving size by +1 each.

Fruit Plate

Station and Complexity garde manger 1

Flavor Profiles sweet

Additional Ingredients bitter, salty, sour, or texture

Duration 1 day/level; **Serving Size** 2d4

A fruit plate is a compilation of fruits arranged on a tray, sometimes served with a dip or yogurt of some kind.

When consumed, it cures 1 point of damage, to a maximum of 8 points of such curing in any 24-hour period.

Additional ingredients increase the curing by 1 step (1d2+1, 1d3+2, 1d4+3, 1d6+4) and the maximum curing in a 24-hour period by 4.

Fruit Salad

Station and Complexity garde manger 2

Flavor Profiles sweet, sour

Additional Ingredients sour, sweet, or texture

Duration 1 minute/level; **Serving Size** 1d6

Fruit salad is a mix of fruit cut in little pieces and sprinkled with citrus juice. Sometimes liquor or sugar can be added to taste.

When consumed, fruit salad grants a +2 enhancement bonus on Linguistics and Sleight of Hand checks for the duration.

Additional ingredients increase the bonus and serving size by +1 each, to a maximum of +1 per level.

Gateau St. Honoré

Station and Complexity patissier 6

Flavor Profiles temperature, sweet, texture, temperature, sweet, texture

Additional Ingredients spicy

Duration 10 minutes/level; **Serving Size** 1

Gateau St. Honoré is a delicate, complex dessert that uses multiple types of cream (1 lb. milk) and pastry (1/2 lb. each of butter, eggs, flour, salt, sugar, water), and caramelized sugar.

When consumed, it grants a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to the culinarian's level (maximum 20).

Additional ingredients increase the serving size to 1d6+1, but reduce the morale bonus to +2 and the temporary hit points to 1/2 the culinarian's level (maximum 10).

Grilled Cheese

Station and Complexity grillardin 1

Flavor Profiles salty

Additional Ingredients bitter, spicy, temperature, texture, or umami

Duration 1 minute/level; **Serving Size** 1

A grilled cheese is one or more types of cheese melted between slices of bread.

When consumed, it acts as a tanglefoot bag.

Additional spice and temperature ingredients also deal 1d6 fire damage each.

Additional bitter, texture, and umami ingredients allow the meal to affect creatures +1 category larger than Medium each.

Holiday Feast

Station and Complexity roundsman 6

Flavor Profiles umami, temperature, bitter, salty, texture, sweet

Additional Ingredients any

Duration 1 hour/level; **Serving Size** 1/level

Saving Throw Will negates

A holiday feast is an incredibly large meal wherein many various dishes are prepared, served, and sampled to the point of exhaustion. To make it requires at least 6 lbs. of poultry, allspice, butter, breadcrumbs, carrots, celery, cinnamon, cloves, cranberries, eggs, garlic, ginger, mustard, nutmeg, onion, pork, pepper, potatoes, maple syrup, molasses, salt, and squash.

When consumed, it puts the target to sleep, as with a non-magical *cloak of dreams* effect.

Additional ingredients each grant the effect of another meal with that flavor profile and a complexity of 2 or lower of the culinarian's choice, to a maximum of 1 meal per 4 culinarian levels. Meals created in this way have no additional ingredients of their own and are consumed or served separate from the holiday feast.

Hollandaise

Station and Complexity saucier 5

Flavor Profiles salty, spicy, sour, umami, temperature

Additional Ingredients sour, spicy, or sweet

Duration 1 round/level; **Serving Size** 1/level

Saving Throw Will negates

Hollandaise is an emulsion of egg yolk, melted butter, and citrus juice, usually seasoned with salt, and either white pepper or cayenne pepper. A favorite among asparagus eaters, it makes even the blandest vegetables rich and delicious and is the key ingredient in eggs benedict.

When consumed, it slows the target, as with a non-magical *slow* effect for the duration.

Alternatively, 1 serving of hollandaise can be added to a meal with a bitter flavor profile as an additional ingredient of its flavor profiles and consumed. This grants that meal's effect and a +5 circumstance bonus to Combat Maneuver Defense when resisting a bull rush, drag, overrun, reposition, or trip attempt while standing on the ground. It also grants a +5 circumstance bonus to damage when readying a weapon against a charge. These effects last for the duration of the meal to which the hollandaise is added.

Additional ingredients increase the bonus or saving throw DC by +1 each and allow the hollandaise to be used as an additional ingredient of that type as well.

Jambalaya

Station and Complexity entremetier 5

Flavor Profiles umami, spicy, umami, temperature, salty, texture

Additional Ingredients bitter, salty, sour, spicy, texture, or umami

Duration 1 round/level; **Serving Size** 2d6

Saving Throw Will negates

Jambalaya is a cultural collaboration consisting of cumin, fish, garlic, onion, pepper, pork, poultry, and salt mixed with rice.

When consumed, it causes a non-magical *confusion* effect for the duration.

Additional ingredients increase the serving size by +1.

Additional salty ingredients also deal 1d6 electricity damage.

Additional sour ingredients also deal 1d6 acid damage.

Additional spicy ingredients also deal 1d6 fire damage.

Kebob

Station and Complexity grillardin 5

Flavor Profiles umami, bitter, spicy, temperature, or texture

Additional Ingredients salty, sour, or sweet

Duration 1 hour/level; **Serving Size** 5

A kebob is a skewer of spiced meats and vegetables, cooked together to seal in flavors and aroma.

When consumed, it grants an extra attack that can be made with proficiency at one's highest attack bonus as part of a full attack action for the duration. This extra attack counts as a light melee weapon that can be thrown up to 20 feet with the returning weapon property. It deals 2d4 + Strength modifier piercing damage with a critical multiplier of x4. This extra attack does not stack with *haste* or similar effects.

Additional salty ingredients adds 1d4 electricity damage to the extra attack.

Additional sour ingredients add 1d4 acid damage.

Additional sweet ingredients add 1d4 bleed damage. This extra damage is not multiplied on a critical hit.

Macaron

Station and Complexity patissier 6

Flavor Profiles texture, sweet, texture, temperature, sweet, texture

Additional Ingredients sour, spicy, or umami

Duration 1 minute/level; **Serving Size** 2d6

A macaron is a sweet confection made of egg white, a variety of sugars, and almonds blended in an elegant balance that only the most skilled culinarians can achieve.

When consumed, it grants spell resistance equal to 6 + the culinarian's level for the duration.

Additional ingredients increase the serving size by +1 each and the spell resistance by +2 each.

Macaroni and Cheese

Station and Complexity entremetier 2

Flavor Profiles texture, umami

Additional Ingredients salty, spicy, texture, or umami

Duration 1 minute/level; **Serving Size** 1d6

Saving Throw Reflex negates; see text

Macaroni and cheese is cooked pasta mixed with melted cheese, along with butter and maybe fried bacon.

When consumed, it entangles the target for the duration.

Additional ingredients increase the serving size by +1 each.

Additional salty and spicy ingredients also change the save to Fortitude negates and cause the target to be fatigued for the duration.

Additional texture or umami ingredients also deal +1d6 bludgeoning damage each. A successful save deals half damage.

Mixed Presentation Salad

Station and Complexity garde manger 2

Flavor Profiles temperature, bitter

Additional Ingredients salty, sour, texture, or umami

Duration 1 hour/level; **Serving Size** 2

Mixed presentation salad is a combination of at least 3 different vegetables that give a boost to mind and body alike.

When consumed, it grants a +1 resistance bonus on all Fortitude, Reflex, and Will saving throws for the duration.

Additional ingredients increase the bonus and serving size by +1 each, to a maximum of +1 per 2 levels.

Mole

Station and Complexity saucier 6

Flavor Profiles spicy, temperature, sweet, temperature, salty, spicy

Additional Ingredients bitter, salty, sour, spicy, temperature, or umami

Duration 1 day/level; **Serving Size** 6

Mole is a thick, red sauce that mixes dark chocolate with cinnamon, cloves, nuts, oil, pepper, salt, spicy peppers, sugar, and tomato which provides deeper insight into taste and palate. It is traditionally cooked over several days. It counts as both a spicy and sweet ingredient when creating a meal, and increases that meal's duration by +2 each. This can allow a meal to exceed its maximum duration.

Additional ingredients increase the serving size and saving throw DC of any meal created with mole as an ingredient by +1 each and allow the mole to be used as an additional ingredient of that type as well.

Noodle Soup

Station and Complexity entremetier 1

Flavor Profiles texture

Additional Ingredients bitter, salty, sour, spicy, temperature, or umami

Duration 1 hour/level; **Serving Size** 1d4

A noodle soup is a light, flavored broth used to cook pasta.

When a creature is targeted by an effect that requires a Fortitude saving throw, it can consume noodle soup as an immediate action in order to roll twice and take the higher result. Consuming the meal in this way does not draw attacks of opportunity.

Additional sour, spicy, or umami ingredients grant the above effect for Will saves also.

Additional bitter, salty, or temperature ingredients increase the serving size by 1 and allow the effect to occur 1 additional time within the duration.

Pad Thai

Station and Complexity rotisseur 6

Flavor Profiles texture, bitter, salty, sour, spicy, umami

Additional Ingredients sweet or temperature

Duration 1 minute/level; **Serving Size** 1d4

Saving Throw Fortitude partial

Pad thai is a stir-fried rice noodle dish with butter, citrus, eggs, fish, nuts, oil, onion, pepper, poultry, and vinegar commonly served as a street food. Because of its many different ingredients, creatures with food allergens often avoid it, just in case.

When consumed, it deals 6d6 damage and causes the target to become sickened until it succeeds at its saving throw. This effect stacks with the Food Allergen feat.

Additional ingredients increase the damage by +1d6 each.

Pizza

Station and Complexity grillardin 3, patissier 3

Flavor Profiles salty, umami, texture

Additional Ingredients any

Duration 10 minutes/level; **Serving Size** 2d4

Pizza is a blend of sauce and toppings on a baked or grilled crust. Traditional pizza includes cheese. This recipe is so flexible, it can be turned into any sort of meal with the right combination of ingredients. Aficionados have gone to war over their preferred toppings.

When consumed, the remaining duration of 1 ongoing beneficial spell effect of your choice changes to match that of the pizza.

Additional spicy and umami ingredients also grant a *jump* effect, as the spell for the duration.

Additional bitter and texture ingredients also grant an *ant haul* effect, as the spell for the duration.

Additional sour and sweet ingredients also grant an *anticipate peril* effect, as the spell for the duration.

Additional salty and temperature ingredients also grant a *delay poison* effect, as the spell for the duration.

Pizza, Artisan

Station and Complexity patissier 5

Flavor Profiles salty, temperature, umami, texture, temperature

Additional Ingredients any

Duration 10 minutes/level; **Serving Size** 2d4

Artisan pizza is a classically prepared dish beginning with a thin, crispy crust, and incorporating tomato sauce, cheese, basil, oregano, and garlic.

When consumed, the remaining duration of 1 ongoing beneficial spell effect of your choice changes to match that of the artisan pizza.

Additional bitter ingredients also grant a *cure disease* effect.

Additional salty, sour, and spicy ingredients also grant a *dragon's breath* effect that can be used once within the duration. Salty ingredients grant a 60-foot line of electricity; sour grant a 30-foot cone of acid; and temperature grant a 30-foot cone of fire.

Additional sweet ingredients also cause an *absurdity* effect, as the spell, for the duration.

Additional temperature ingredients also grant a *delay poison* effect for the duration.

Additional texture ingredients also grant a *levitation* effect, as the spell, for the duration.

Additional umami ingredients also grant an extra attack that can be made with proficiency at one's highest attack bonus as part of a full attack action for the duration. This extra attack counts as a thrown weapon with a range of 30 feet. It deals 1d8 + Strength modifier bludgeoning damage, plus 1d8 extra damage for every 2 total additional ingredients. The extra damage is not multiplied on a critical hit. This extra attack does not stack with *haste* or similar effects.

Potato Salad

Station and Complexity garde manger 5

Flavor Profiles texture, sour, bitter, spicy, salty

Additional Ingredients bitter, salty, sour, spicy, texture, or umami

Duration 1 hour/level; **Serving Size** 1d4

Potato salad is a side dish made from boiled potatoes, cut or loosely mashed; mixed with an oil, vinegar, or emulsion, vegetables and herbs.

When consumed, it cures or grants immunity to one of the following effects for the duration: bleed, blinded, exhausted, fatigued, nauseated, or sickened. Once the chosen effect is cured or ignored once, the immunity goes away.

Additional ingredients increase the serving size by +1 each.

Additional bitter and sour ingredients add shaken, frightened, and panicked to the conditions that can be removed or ignored.

Additional salty, spicy, and umami ingredients allow to add staggered, paralyzed, and petrified to the conditions that can be removed or ignored.

Additional texture ingredients generalize the immunity until the first time any of the listed conditions occur.

Pound Cake

Station and Complexity patissier 1

Flavor Profiles sweet

Additional Ingredients none

Duration 1 day; **Serving Size** 2d4

A pound cake is a combination of exactly 1 lb. of butter, eggs, flour, and sugar that fills the belly and provides energy to burn.

When consumed, it grants a bonus on Constitution checks made as part of a forced march equal to the culinarian's Intelligence modifier for the duration.

Ravioli, Toasted

Station and Complexity friteurier 5

Flavor Profiles texture, temperature, salty, texture, temperature

Additional Ingredients bitter, spicy, or umami

Duration 1 round/level; **Serving Size** 1d6

Saving Throw Fortitude half; see text

A toasted ravioli is a cooked pasta, stuffed with cheese and other ingredients, then rolled in breadcrumbs and fried.

When consumed, it deals 1d6 fire damage per level (maximum 15d6) and 1d6 ongoing burn damage for the duration. A successful fortitude save deals half damage and negates the burn.

Additional ingredients increase the serving size by +1 each.

Additional bitter and umami ingredients allow allies who consume the meal to instead gain fire resistance +10 each for the duration.

Additional spicy ingredients increase the maximum possible fire damage to 20d6.

Rice

Station and Complexity roundsman 1

Flavor Profiles texture

Additional Ingredients any

Duration 1 hour/level; **Serving Size** 1d4

Rice is a universal dish known to sustain life in some countries. It can be consumed alone, as a soup, fried or boiled, but it can also be the base for many different-flavored dishes, up to the most elaborate risotto.

When consumed, rice grants DR 1/– against nonlethal damage for the duration. This stacks with magical effects, such as the Damage Reduction granted by an *ablative barrier* spell.

Additional ingredients increase the Damage Reduction and serving size by +1 each, to a maximum +1 per 2 levels.

Salmon Steak

Station and Complexity boucher 2, rotisseur 2

Flavor Profiles umami, salty

Additional Ingredients bitter, sour, spicy, temperature, texture, or umami

Duration 1 minute/level; **Serving Size** 1d4

Salmon are famous for their tenacity in swimming upstream to lay eggs. A salmon steak is a relatively simple dish made by butchering the hearty fish, then roasting or baking it.

When consumed, salmon steak grants both a climb and swim speed of 20 feet for the duration.

Additional ingredients increase the serving size by +1 each and climb and swim speeds by +5 feet each.

Salt-Crusted Fish

Station and Complexity boucher 6

Flavor Profiles umami, salty, texture, salty, temperature, texture

Additional Ingredients sour, spicy, temperature, or texture

Duration 1 minute/level; **Serving Size** 1

Salt-crusted fish is a specially prepared fish meal that is carefully coated in at least 1/2 lb. of salt before cooking. When the salt crust is broken, the cooked fish inside has a delicate, decadent flavor.

When consumed, salt-crusted fish grants a *fluid form* effect, as the spell, for the duration.

Additional ingredients grant an *elemental body III* effect for the duration instead. Sour = water, spicy = fire, temperature = air, and texture = earth.



Scrambled Eggs

Station and Complexity entremetier 1

Flavor Profiles texture

Additional Ingredients salty, sour, spicy, or umami

Duration 1 minute/level; **Serving Size** 1d4

Scrambled eggs are beaten (sometimes with milk or water), then cooked until fluffy. When consumed, they grant a +1 circumstance bonus on ability checks and physical skill checks for the duration.

Additional ingredients increase the bonus and serving size by +1 each, to a maximum of +1 per 2 levels.

Steak Au Poivre

Station and Complexity boucher 5

Flavor Profiles umami, spicy, salty, spicy, temperature

Additional Ingredients none

Duration 1 round/level; **Serving Size** 1d6

Also known as pepper steak, steak au poivre is beef coated with pepper, served with a sauce made from fermented fruit, milk, and beef leftover after cooking.

When consumed, pepper steak grants a *true strike* effect, which functions as the spell except that the charge can be held for the duration.

A creature can only benefit from steak au poivre once per day.

Tomato Sauce

Station and Complexity entremetier 4, saucier 3

Flavor Profiles salty, sour, temperature

Additional Ingredients spicy, temperature, or umami

Duration 10 minutes/level; **Serving Size** 2d6

Tomato sauce is a mix of tomatoes, salt, sugar, and water that can include a wide variety of additional ingredients.

When consumed, it cures 3d6 hit points.

When added to a meal as an additional salty, sour, or temperature ingredient, it counts as 2 additional ingredients.

Additional ingredients increase the healing by +1d6 each and allow the tomato sauce to be used as an additional ingredient of that type as well.

Turducken

Station and Complexity boucher 6

Flavor Profiles umami, umami, umami, salty, temperature, temperature

Additional Ingredients bitter, sour, spicy, texture, or umami

Duration 1 round/level; **Serving Size** 1d4

Saving Throw Fortitude negates

Turducken is a turkey stuffed with chicken, duck, and stuffing (breadcrumbs, carrots, celery, mushrooms, and onion), then cooked all the way through, creating a heavy meal that fills the stomach to bursting if not careful.

When consumed, turducken causes an *implosion* effect, as the spell.

Additional ingredients increase the effective complexity and serving size by +1 each, to a maximum effective complexity of 9.

Velouté

Station and Complexity rotisseur 3, saucier 2

Flavor Profiles umami, temperature

Additional Ingredients bitter, salty, or spicy

Duration 1 minute/level; **Serving Size** 3

Velouté is a clear sauce made of chicken, veal, or fish stock, thickened with milk and egg yolks. It can be used in place of an umami or temperature ingredient when creating a meal.



When added in this way, it grants a +2 enhancement bonus to Strength, Dexterity, or Constitution for the meal's duration, in addition to the meal's effect.

Additional ingredients increase the bonus and serving size by +1 each and allow the velouté to be used in place of that type of flavor profile as well.

Wing

Station and Complexity friteurier 3

Flavor Profiles umami, temperature

Additional Ingredients bitter, salty, sour, spicy, sweet, texture, or temperature

Duration 1 round/level; **Serving Size** 2d6

A wing is a bite-size morsel of eggs, flour, oil, pepper, poultry, and salt most often fried and dipped or doused in a sauce.

When consumed, it grants an effect based on the additional ingredients added (minimum 1).

bitter: The wing creates a *doom* effect.

salty: The wing deals 2d6 electricity damage.

sour: The wing deals 2d6 acid damage

spicy: The wing deals 2d6 fire damage

sweet: The wing creates a *cure light wounds* effect.

texture: The wing creates a *stunning barrier* effect for the duration.

temperature: The wing creates a *shield of faith* effect for the duration.

Equipment and Items

While the idea of decidedly laughable equipment is, well, laughable, it's not very helpful to the adventurers who may find or wish to purchase it. Instead, the items listed here are actually, and hopefully, of some use to those who need them.

Trade Goods

You would have to be mad to make a book with a lot of cooking information and no ingredients. To that end, we're going to expand on the existing list in a few choice ways by adding flavor profiles and common environments.

In general, 1 lb. of any food or spice can be used by a chef to create up to 8 meals before she must restock. The items listed here are listed in 1 lb. increments unless otherwise noted.

Flavor Profiles: This column lists the flavor profiles associated with the listed ingredient. Ingredients can have more than one profile, but can only be used for 1 at a time unless otherwise noted.

Environment: This column explains where you are most likely to find such an ingredient out in the world. Different cultures usually offer different ingredients for sale based on their physical location. In general, consider the price of an ingredient to be doubled for every 10 miles you are from its environment. Anything over 100 miles away is considered exotic and treated as non-magic treasure.

Environment Examples

Cold	(ice, glaciers, snow, and tundra)
Desert	(sand and wastelands)
Forest	(coniferous and deciduous)
Jungle	(tropical and rainforest)
Mountain	(including hills)
Plains	
Planes	(air, earth, fey, fire, shadow, water)
Swamp	
Underground	(caves and dungeons)
Urban	(buildings, streets, and sewers)
Water	(above and below the surface)

Ingredients

Raw foods are usually referred to as ingredients. Many can be gathered or harvested from various locations, while others must be processed in some way prior to consuming them properly. Still more can be deadly when exposed to or eaten raw.

Temperature Ingredients: Temperature ingredients are not typically physical things, although citrus, vinegar, and other acids can cook food when left for a time. When a chef prepares recipes for the day, she also spends that time training herself on when to adjust her magical hot pot's temperature up or down to meet the needs of her meals. When creating those meals later, the chef's action to add a temperature ingredient is spent adjusting the hot pot's temperature as prepared.

Texture Ingredients: There are several ingredients used to add texture to a meal, but a recipe that calls for texture does not always require one. In some cases, texture indicates that the chef needs to check her meal's current texture for accuracy before continuing. She practices this when preparing meals for the day. When creating those meals later, the chef's action to add a texture ingredient is spent checking her progress and the consistency of the meal as prepared.

Urban Ingredients: These ingredients are increasingly common or otherwise not found in the wild. They are processed in some way, requiring proper facilities to do so.

Exotic Ingredients

An exotic ingredient is any non-standard ingredient that can be substituted in for a specific flavor profile. Alligator and rattlesnake can be used in place of poultry, an umami flavor profile. Rattlesnake happens to also be spicy. Some monsters may have harvestable flesh for meals, or their stomachs could contain preserved ingredients such as cheeses or some fruits.

Since practically anything edible can be an exotic ingredient, the GM has final say on if something counts, and in what way.

Special Effects: Most exotic ingredients are just a means of finding a flavor profile when the normal one may not be immediately available. Occasionally, an exotic ingredient can have a special effect, however. For example, boiling a behir's lightning glands might produce a broth that acts as a sour flavor profile and increases electricity damage of spells cast by the creature consuming the meal. Whatever the effect, it shouldn't achieve more than an empowered spell or a +2 weapon enhancement.

In the end, experimentation is the key to any good chef's repertoire, so have fun seeking bone devil venom to spread on your croissants for added damage against angels and devils.

Dairy	Flavor Profiles	Environments	Price
Butter	salty, sweet, umami	any	2 cp
Cheese, brie	umami	plains	2 cp
Cheese, cheddar	salty	underground	2 cp
Cheese, feta	salty	forest	2 cp
Cheese, goat's	sweet, umami	forest, mountain	2 cp
Cheese, gouda	umami	swamp	2 cp
Cheese, gruyère	salty	mountain	2 cp
Cheese, mascarpone	sweet	urban	2 cp
Cheese, mozzarella	salty	plains	2 cp
Cheese, parmesan	salty	urban	2 cp
Cheese, provolone	umami	jungle	2 cp
Cheese, ricotta	sweet	plains	2 cp
Cheese, rumi	salty	desert	2 cp
Cheese, swiss	umami	mountain	2 cp
Cheese, valcherin	sour	cold	2 cp
Ice cream	texture, sweet	cold, mountain	3 gp
Milk	texture	any	2 cp
Yogurt	bitter, salty, sour, sweet, umami	underground, urban	4 sp

Fruit	Flavor Profiles	Environments	Price
Berries	sour, sweet	forest, mountain	2 cp
Citrus	sour, temperature	jungle, water	3 cp
Cranberries	sour, sweet	swamp	2 cp
Coconut	sweet	jungle, swamp	2 cp
Melon	sweet	desert	1 cp
Pears	sweet	cold	3 cp
Tomato	sour, sweet	plains	5 cp

Grain	Flavor Profiles	Environments	Price
Breadcrumbs	texture	any	1 cp
Flour	texture	plains	2 cp
Pasta	texture	urban	5 cp
Rice	texture, umami	swamp	1 cp
Wheat	texture	plains	1 cp

Herb	Flavor Profiles	Environments	Price
Dill	bitter	desert, plains	1 gp
Fennel	bitter	desert, plains	2 gp
Mint	spicy, sweet	any	5 sp
Rosemary	spicy	desert	1 gp

Protein	Flavor Profiles	Environments	Price
Beans	bitter	desert	2 cp
Beef	umami	any	1 gp
Eggs	umami	any	2 cp
Fish	umami	water	2 cp
Mushrooms	umami	forest, jungle, swamp, underground	1 gp
Nuts	salty, texture	any	3 cp
Pork	umami	any	5 cp
Poultry	umami	any	2 cp
Tofu	texture, umami	urban	5 sp
Yeast	bitter, sour	any	4 cp

Spice	Flavor Profiles	Environments	Price
Allspice	spicy	jungle	1 gp
Basil	spicy	desert, plains	1 gp
Cardamom	spicy	jungle	2 gp
Chilies, dried	spicy	desert, jungle	2 gp
Chocolate, dark	bitter	jungle, urban	10 gp
Cinnamon	spicy	forest, jungle	1 gp
Cloves	spicy	forest, jungle	1 gp
Cocoa beans	bitter, sour	jungle	5 sp
Coffee beans	bitter	jungle, mountain	5 cp
Cumin	spicy	desert	2 gp
Garlic	spicy	cold, desert, swamp	5 sp
Ginger	spicy	forest	2 gp
Mustard	spicy, sour	forest, plains, swamp	5 sp
Nutmeg	spicy	jungle	1 gp
Oregano	spicy	mountain	5 sp
Pepper	spicy	jungle	2 gp
Saffron	spicy	desert	15 gp
Salt	salty	mountain, underground, water	5 gp
Vanilla	sweet	jungle, water	2 gp
Vinegar	sour, temperature	urban	5 cp

Sugar	Flavor Profiles	Environments	Price
Agave	sweet	desert	2 cp
Chocolate, milk	sweet	urban	15 gp
Honey	sweet	forest, jungle, mountain, plains	1 gp
Syrup, Maple	sweet	cold	1 gp
Molasses	bitter, sweet	jungle, urban	1 gp
Sugar	sweet	jungle, water, swamp	5 cp

Vegetable	Flavor Profiles	Environments	Price
Asparagus	umami	forest	3 cp
Arugula	spicy	desert, mountain	2 cp
Carrots	bitter	cold, underground	1 cp
Celery	texture	swamp, water	1 cp
Cucumber	bitter, texture	desert	2 cp
Oil, cooking	bitter, salty	vegetable	2 sp
Onion	bitter, sour, sweet	any	1 cp
Peppers, spicy	spicy	desert, plains	3 cp
Peppers, sweet	sweet	desert, plains	1 cp
Potatoes	bitter, salty	mountain, underground	2 cp
Spinach	bitter, umami	forest	1 cp
Squash	sweet	desert	1 cp
Turnips	spicy	mountain, underground	2 cp

Ingredients by Environment

Any Environ	Flavor Profiles	Group	Price
Baking Soda*	salty, sour	spice	4 cp
Beef	umami	protein	1 gp
Breadcrumbs	texture	grain	1 cp
Butter	salty, sweet, umami	dairy	2 cp
Eggs	umami	protein	2 cp
Milk	texture	dairy	2 cp
Mint	spicy, sweet	herb	5 sp
Nuts	salty, texture	protein	3 cp
Oil, cooking*	bitter, salty	vegetable	2 sp
Onion	bitter, sour, sweet	vegetable	1 cp
Pork	umami	protein	5 cp
Poultry	umami	protein	2 cp
Yeast	bitter, sour	protein	4 cp

* 1 lb. grants 32 uses before this item runs out.

If you think of some amazing, exotic ingredients, you are welcome to share them with your fellow chefs at:

www.facebook.com/bookofmanythings

Cold Environ	Flavor Profiles	Group	Price
Carrots	bitter	vegetable	1 cp
Cheese, valcherin	sour	cold	2 cp
Fish	umami	protein	2 cp
Garlic	spicy	cold, desert	5 sp
Ice cream	texture, sweet	dairy	4 cp
Syrup, Maple	sweet	sugar	1 gp
Pears	sweet	fruit	3 cp

Desert Environ	Flavor Profiles	Group	Price
Agave	sweet	sugar	2 cp
Arugula	spicy	vegetable	2 cp
Basil	spicy	herb	1 gp
Beans	bitter	protein	2 cp
Cheese, rumi	salty	dairy	2 cp
Chilies, dried	spicy	spice	2 gp
Cucumber	bitter, texture	vegetable	2 cp
Cumin	spicy	spice	2 gp
Dill	bitter	herb	1 gp
Fennel	bitter	herb	2 gp
Garlic	spicy	spice	5 sp
Melon	sweet	fruit	1 cp
Pears	sweet	fruit	3 cp
Peppers, spicy	spicy	vegetable	3 cp
Peppers, sweet	sweet	vegetable	1 cp
Potatoes	bitter, salty	vegetable	2 cp
Rosemary	spicy	spice	1 gp
Saffron	spicy	spice	15 gp
Squash	sweet	vegetable	1 cp

Forest Environ	Flavor Profiles	Group	Price
Asparagus	umami	vegetable	3 cp
Berries	sour, sweet	fruit	2 cp
Cheese, feta	salty	dairy	2 cp
Cheese, goat's	sweet, umami	dairy	2 cp
Cinnamon	spicy	spice	1 gp
Cloves	spicy	spice	1 gp
Fish	umami	protein	2 cp
Ginger	spicy	spice	2 gp
Honey	sweet	sugar	1 gp
Mushrooms	umami	protein	1 gp
Mustard	spicy, sour	spice	5 sp
Spinach	bitter, umami	vegetable	1 cp

Jungle Environ	Flavor Profiles	Group	Price
Allspice	spicy	jungle	1 gp
Cardamom	spicy	spice	2 gp
Cheese, provolone	umami	dairy	2 cp
Chilies, dried	spicy	spice	2 gp
Chocolate, dark	bitter	spice	10 gp
Cinnamon	spicy	spice	1 gp
Citrus	sour, temperature	fruit	3 cp
Cloves	spicy	spice	1 gp
Cocoa beans	bitter, sour	spice	5 sp
Coconut	sweet	fruit	2 cp
Coffee beans	bitter	spice	5 cp
Fish	umami	protein	2 cp
Honey	sweet	sugar	1 gp
Mushrooms	umami	protein	1 gp
Nutmeg	spicy	spice	1 gp
Pepper	spicy	spice	2 gp
Vanilla	sweet	herb	2 gp

Mountain Environ	Flavor Profiles	Group	Price
Cheese, gouda	umami	dairy	2 cp
Coconut	sweet	fruit	2 cp
Cranberries	sour, sweet	fruit	2 cp
Fish	umami	protein	2 cp
Garlic	spicy	spice	5 sp
Ice cream	texture, sweet	dairy	3 gp
Mushrooms	umami	protein	1 gp
Mustard	spicy, sour	spice	5 sp
Rice	texture, umami	grain	1 cp
Sugar	sweet	sugar	5 cp

Plains Environ	Flavor Profiles	Group	Price
Basil	spicy	herb	1 gp
Cheese, brie	umami	dairy	2 cp
Cheese, mozzarella	salty	dairy	2 cp
Cheese, ricotta	sweet	dairy	2 cp
Dill	bitter	herb	1 gp
Fennel	bitter	herb	2 gp
Fish	umami	protein	2 cp
Flour	texture	grain	2 cp
Mustard	spicy, sour	spice	5 sp
Peppers, spicy	spicy	vegetable	3 cp
Peppers, sweet	sweet	vegetable	1 cp
Tomato	sour, sweet	fruit	5 cp
Wheat	texture	grain	1 cp

Swamp Environ	Flavor Profiles	Group	Price
Beef	umami	protein	1 gp
Butter	salty, sweet, umami	any	2 cp
Celery	texture	swamp, water	1 cp
Cheese, gouda	umami	dairy	2 cp
Coconut	sweet	fruit	2 cp
Cranberries	sour, sweet	fruit	2 cp
Fish	umami	protein	2 cp
Garlic	spicy	spice	5 sp
Milk	texture	dairy	2 cp
Mushrooms	umami	protein	1 gp
Mustard	spicy, sour	spice	5 sp
Nuts	salty, texture	protein	3 cp
Onion	bitter, sour, sweet	vegetable	1 cp
Pork	umami	protein	5 cp
Poultry	umami	protein	2 cp
Rice	texture, umami	grain	1 cp
Sugar	sweet	sugar	5 cp

Underground Environ	Flavor Profiles	Group	Price
Carrots	bitter	vegetable	1 cp
Cheese, cheddar	salty	dairy	2 cp
Fish	umami	protein	2 cp
Mushrooms	umami	protein	1 gp
Potatoes	bitter, salty	vegetable	2 cp
Salt	salty	spice	5 gp
Turnips	spicy	vegetable	2 cp
Yogurt	bitter, salty, sour, sweet, umami	dairy	4 sp

Urban Environ	Flavor Profiles	Group	Price
Cheese, parmesan	salty	dairy	2 cp
Chocolate, dark	bitter	spice	10 gp
Chocolate, milk	sweet	sugar	15 gp
Fish	umami	protein	2 cp
Molasses	bitter, sweet	sugar	1 gp
Pasta	texture	grain	5 cp
Tofu	texture, umami	protein	5 sp
Vinegar	sour, temperature	grain	5 cp
Yogurt	bitter, salty, sour, sweet, umami	dairy	4 sp

Water Environ	Flavor Profiles	Group	Price
Celery	texture	vegetable	1 cp
Citrus	sour, temperature	fruit	3 cp
Fish	umami	protein	2 cp
Hydroponic*	any	fruit, grain, herb, vegetable	+1 gp
Salt	salty	spice	5 gp
Vanilla	sweet	spice	2 gp
Vinegar	sour, temperature	spice	5 cp

* This allows any of the listed groups to be grown in a water environment.

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