**Chef**

The Chef is a support track, with most of its abilities giving benefits between [Scenes] and in social encounters.

**1st circle - Basic Cookery (ex):** You can prepare food extraordinarily well. You gain access to the Cooking skill and you are trained in it. In a social encounter involving food, you may use Cooking in place of Diplomacy, and you gain a +3 competence bonus when doing so. Additionally, when preparing a complex meal you may choose to make the meal either fortifying or stimulating. A fortifying meal grants all who partake of it a +1 alchemical bonus to their Fortitude saves made during the next [Scene] for each point of quality of the meal. A stimulating meal grants all who partake of it a +1 alchemical bonus to their Awareness defense during the next [Scene] for each point of quality of the meal.

**2nd circle - Scavenging:** Pick one of the following abilities (this choice is permanent):

 **Stalking the Wild Asparagus (ex):** When in a natural environment you may make a Nature check (DC 15) to forage for edibles. If successful, you find something useful, and gain a +2 item bonus to one Cooking check you make during the next [Scene] for each 5 points by which you exceed the DC. When in an artificial environment, the DC of this check increases to 20.

 **Choice Cuts (ex):** When presented with the corpse of a freshly-slain creature, you may make a Medicine check (DC 15). If successful, you salvage some good meat from it, and gain a +2 item bonus to one Cooking check you make in the next [Scene] for each 5 points by which you exceed the DC.

**3rd circle - Grill Sargent (su):** You gain [Resistance] to [Fire] and [Lesser resistance] to [Cold]. When you gain your 5th circle of Chef, these improve to [Greater resistance] and [Resistance], repsectively. This ability is passive.

**4th circle - It's Good For You (ex):** The DCs of Medicine checks made to heal people who have eaten your food within the last [Scene] are reduced by 1 for each point of quality of the meal. This effect stacks with that of Journeyman Healer, but not with other instances of It's Good For You.

**5th circle - Quick Snack (ex):** You can prepare meals between [Encounters] as well as between [Scenes]. Bonuses that last for the [Scene] do not stack, but if a higher result is attained, use that instead.

**6th circle - Delicious Distraction (su):** As an attack action, once per [Encounter] you may reach into an opponent's past and pluck the one scent that is most important to them, and reproduce it with ingredients on hand. Each round for the rest of the [Encounter], that creature must make a Will save (DC 10 + 1/2 your level + Wis) or be [Dazed] for that [Round]. This ability cannot be used on a single creature more than once per [Scene] nor used more than once per [Encounter].

**7th circle - Monster reduction (su):** With 12 hours of work, you can distill the essence of a freshly-slain creature into a steaming consommé. Anyone who drinks the consommé gains the ability to use one spell-like or supernatural ability the slain creature posessed once during the next [Scene].

**New Skill - Cooking (Wis)** is your character's ability to prepare extraordinary food.

**Simple Meal:** In-between [Scenes], you may attempt to prepare a basic meal for yourself and others by making a Cooking check. The DC of this check is based on the number of people who you are feeding, and every 5 points by which you exceed this DC is a point of the quality of the meal.

DC 10: 1-5 people

DC 15: 6-25 people

DC 20: 26-125 people

**Complex Meal:** In-between [Scenes], you may attempt to prepare a complicated meal for yourself and others by making a Cooking check. This is the same as making Basic Food, but all DCs are 5 higher.

**A note on Timeframes:** Cooking is a work-intensive process that happens between [Scenes]. If a you have a bonus that lasts for a [Scene], it applies to a check made at the end of that scene. If you have a bonus from a meal that lasts for a [Scene], it applies for the [Scene] following that meal. Basically, it works so that it makes sense.

**N.B.:** You do not need to be trained in Cooking in order to prepare food. It is assumed that most people can cook simple meals (DC 10, take 10) and cook complicated meals from a cookbook. It is not necessary to fully integrate this skill.

This was an ability that I really liked (it's old), but didn't know what to do with, so I spun it off into an item.

**New Greater Item - The Underworld Cookbook**

Description: This battered tome is covered in splotches of nearly everything, including what appears to be blood. Its pages are full of recipes with names like people, and some of them call for concerningly exotic ingredients.

Benefit: You can prepare an outsider's favorite meal, drawing them out from their interplanar homes for an audience. Once per [Quest] you can summon a Demon, Celestial, Fey Noble, or Elemental Lord of level equal to your own with this meal. The outsider is initially friendly, and will make one skill check for you, but further negotiations are handled normally.