

CHARACTER NAME

CLASS & LEVEL

BACKGROUND

PLAYER NAME

RACE

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

- ☐ Strength
- ☐ Dexterity
- ☐ Constitution
- ☐ Intelligence
- ☐ Wisdom
- ☐ Charisma

SAVING THROWS

- ☐ Acrobatics (Dex)
- ☐ Animal Handling (Wis)
- ☐ Arcana (Int)
- ☐ Athletics (Str)
- ☐ Deception (Cha)
- ☐ History (Int)
- ☐ Insight (Wis)
- ☐ Intimidation (Cha)
- ☐ Investigation (Int)
- ☐ Medicine (Wis)
- ☐ Nature (Int)
- ☐ Perception (Wis)
- ☐ Performance (Cha)
- ☐ Persuasion (Cha)
- ☐ Religion (Int)
- ☐ Sleight of Hand (Dex)
- ☐ Stealth (Dex)
- ☐ Survival (Wis)

SKILLS

ARMOR CLASS

INITIATIVE

SPEED

Hit Point Maximum

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

NAME

ATK BONUS

DAMAGE/TYPE

ATTACKS & SPELLCASTING

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

FEATURES & TRAITS



SPELLCASTING
CLASS

SPELLCASTING
ABILITY

SPELL SAVE DC

SPELL ATTACK
BONUS

0

CANTRIPS

3

6

SPELL
LEVEL

SLOTS TOTAL

SLOTS EXPENDED

1

PREPARED

SPELL NAME

4

7

8

2

5

9

SPELLS KNOWN



AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER NAME

CHARACTER APPEARANCE

NAME

SYMBOL

ALLIES & ORGANIZATIONS

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE

BARD COLLEGES

COLLEGE OF CUISINE

To Bards of the College of Cuisine, food isn't just sustenance. It's an art. Whether they cook in the fanciest keeps, a quaint inn in a small town, or in the messhall of a great army, these chefs create masterpieces of cuisine that inspire, rejuvenate, and of course sate hunger.

Good chefs are always welcome in taverns and kitchens, especially if they can make the cooking into a show of its own. These Bards will not only impress with the food itself, but also with their skills in the kitchen. Juggling knives and utensils while keeping several pots going at once is no challenge to a member of the College of Cuisine.

BONUS PROFICIENCIES

When you join the College of Cuisine at Level 3 you gain proficiency in either Survival or Nature (choose one), as well as with Cook's Utensils.

You also have advantage when rolling Insight (Wisom) or Investigation (Intelligence) to see if food or drink has been poisoned.

Additionally, add your proficiency bonus to the attack and damage rolls for Improvised Weapons using items one might find in a kitchen.

GOOD FOOD, GOOD COMPANY

Also at 3rd level the food you cook makes people more inclined to trust you. When rolling Deception (Charisma) or Persuasion (Charisma) against someone who has eaten food you cooked, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. This feature can be used after the D20 has been rolled, but before the DM says whether it's a success or a failure.

PLAYING WITH FOOD

At 6th Level, you've gotten used to mixing your magic into your cooking and you can start experimenting with new recipes. You can create one serving of a new dish during a short or long rest. Roll on either the Experimental Gravies table or the Experimental Food table to see what you create.

D4 - Experimental Gravies

- 1 **Spicy:** Add 1d4 Fire Damage to damage rolls made with this weapon
- 2 **Sour:** Add 1d4 acid damage to damage rolls made with this weapon
- 3 **Pungent:** Creatures hit with this weapon must make a DC14 Constituion Saving throw. On a failed save, they are poisoned until the end of their next turn.
- 4 **Tangy:** Creatures hit with this weapon must make a DC14 Constituion Saving throw. On a failed save, they are stunned until the end of their next turn.

Gravies are applied to weapons. Use a bonus action to apply it to your weapon, or an action to apply it to the weapon of a friendly creature within 5 feet. If a Gravy is applied to a weapon with the Light property, it can be applied to a second weapon with the Light property belonging to the same creature, during the same action or bonus action. Gravies last for 2 minutes and are consumed on use.

D8 - Experimental Food

- 1 (On consumption) Take 2d4 Poison Damage and make a Constitution saving throw against the Bards Spell Save DC. On a failed save, you take an additional 2d4 Poison damage, and half that on a success
- 2 (On consumption) Make a Constitution saving throw against the Bards Spell Save DC. On a failed save, you are Poisoned until the end of your next turn.
- 3 This food smells incredibly bad. It will deter any wandering monster with an Intelligence lower than your Charisma Modifier + Your Proficiency Bonus for 8 hours. After that, the smell mellows out and loses it's deterring effect.
- 4 Inedible, but somehow explosive. As a bonus action, you can use this to make an Improvised Weapons Ranged Attack. Everyone within 5 feet take 1d6 Thunder Damage.
- 5 (On consumption) You have advantage on all Acrobatics (Dexterity) and Acrobatics (Strength) checks for the next two hours
- 6 (On consumption) You have advantage on all Saving throws for the next hour.
- 7 (On consumption) You are cured from poisons and remove 1 level of exhaustion.
- 8 (On consumption) You heal 2d4+2 hit points when eating this dish.

Experimental dishes can be used in several ways, although most are simply eaten. The food table states its intended use.

KING OF THE KITCHEN

Starting at 14th level, your knowledge of cooking and magic hits its peak. After 10 minutes of ritual casting you can magically bring forth a great feast, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to 6 other creatures can partake of the feast. A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poison, and makes all wisdom saving throws with advantage. Its hit point maximum also increases by 1d10, and it gains the same number of hit points. These benefits last for 24 hours.

CREDITS

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Updated with feedback from /u/thefinalslowdance, /u/DerpTheGinger, /u/Maxwell_DMs