

# COOK

*Citizen, Unaffiliated, Landed: Cavachs*

## BACKGROUND

Cooks utilize the various plants in Éras to make delicious and magically potent foods, candies, and other edible substances. Many cooks choose to devote their energies to the craft—some say art—of developing new recipes and combinations of plants to enhance their dishes' flavor and restorative properties. Highly sought after by the wealthy, skilled cooks are often given positions within the kitchens of manors, castles, and estates. Some particularly famous cooks have even been granted honorary “familial” status for their innovations and service to the various high-ranking landed. Many cooks have even expanded past the creation of food, and have begun to dabble into the crafting of drinks, and even medicinal teas.

The medicinal use of plants predates recorded history and is universal throughout Éras. Early paintings of the Abkhat indicate that many families used herbs such as sanguinary and goldbloom since before written record, and the discoveries of their many uses have been passed down over the years to help establish modern knowledge. Although not as potent a form of herbalism as that practiced by the Apothecarist in making their medicinal tinctures, the effects garnered from food and teas are beloved for their palatable flavor and their affinity towards more casual, and less dire use.

## MECHANICS

Cooks utilize the latent magical energies in plants by isolating specific parts and can produce food, beverages, and teas with magical properties. Cooks make use of in-game plants and must have a working knowledge of the plants, their parts, and their associated effects. This information is available in the *Crafting with Plants* primer which is provided at purchase of the Novice rank.

You may isolate and combine plant materials either during the BGS period or during game if an appropriate workstation is available. Each plant takes 1 minute of roleplay to prepare and the final product takes an additional 1 minute per ingredient to complete unless otherwise noted in the skill. After completion, all plants must be stored in an appropriate out-of-game bin.

Cooks will be provided a limited number of basic recipes for foods and teas. If a cook wishes to create a new recipe, they may experiment during their BGS period. The player must submit a detailed writeup of the plants used, desired effect, and rationale behind the use of the various plants. These will be reviewed by staff and any results will be included in a character's bag for the following event. Experiments may only be performed on items of your current level or lower. Your experiment results will be included in your character bag at check-in at each event. You may never combine more than 5 ingredients in any 1 product.

## PROGRESSION

Level	Requirement	Time	In-game Benefits
<i>Novice</i>	Undertake 1 experiment over the course of each of 2 BGS periods.	<i>+2 events</i>	May experiment with 2-ingredient products. Information about plants.
<i>Journeyman</i>	Undertake 2 experiments over the course of each of 2 BGS periods.	<i>+2 events</i>	May experiment with 3-ingredient products Skill: <i>Improved Basic Recipe, Mild Recipe, Mild Tea</i>
<i>Master</i>	Undertake 2 experiments over the course of each of 3 BGS periods.	<i>+3 events</i>	May experiment with 4-ingredient products Skill: <i>Enhanced Basic Recipe, Improved Mild Recipe, Potent Recipe, Potent Tea</i>
<i>Grandmaster</i>			Skill: <i>Mastered Basic Recipe, Mastered Mild Recipe, Mastered Potent Recipe, Concentrated Tea</i>

*Note:* You will be provided with a teabag for any teas you manufacture. However, the profession requires you to supply any foods (including non-tea drinks) that you make. The method by which you obtain these foods is entirely up to you, but they should avoid pineapple, nuts, and mushrooms, as certain participants have allergies to these items.

## SKILLS

*Note:* Each skill listed below is classified as an infinite-use skill, but it requires the indicated amount of materials and roleplay time.

### *NOVICE*

**Prepare Plant (0)** After 5 minutes of roleplay, you may expend one magical plant and isolate one ingredient from that plant. You may then spend 1 minute per ingredient to combine all available components into either a tea or food item. Plant preparation can be performed as part of your BGS. Indicate in your BGS the intended plants you wish to isolate and combine.

**Basic Recipe (1)** Use 1 ingredient to make a food creating an effect of 1 CP in value per individual, to be shared amongst a maximum of 2 people.

**Basic Tea (1)** Use 1 ingredient to brew a drink creating an effect of 2 CP in value.

### *JOURNEYMAN*

**Basic Recipe, Improved (2)** Prerequisite: *Basic Recipe*. Use 1 ingredient to make a food creating an effect of 1 CP in value per individual, to be shared among a maximum of 4 people.

**Mild Recipe (2)** Prerequisite: *Basic Recipe*. Use 2 ingredients to make a food creating an effect of 2 CP in value per individual, to be shared among a maximum of 2 people.

**Mild Tea (2)** Prerequisite: *Basic Tea*. Use 2 ingredients to brew a drink creating an effect of 3 CP in value.

### MASTER

**Basic Recipe, Enhanced (2)** Prerequisite: *Improved Basic Recipe*. Use 1 ingredient to make a food creating an effect of 1 CP in value per individual, to be shared among a maximum of 6 people.

**Mild Recipe, Improved (2)** Prerequisite: *Mild Recipe*. Use 2 ingredients to make a food creating an effect of 2 CP in value per individual, to be shared among a maximum of 4 people.

**Potent Recipe (2)** Prerequisite: *Mild Recipe*. Use 3 ingredients to make a food creating an effect of 3 CP in value per individual, to be shared among a maximum of 2 people.

**Potent Tea (2)** Prerequisite: *Mild Tea*. Use 3 ingredients to brew a drink creating an effect of 4 CP in value per individual.

### GRANDMASTER

**Basic Recipe, Mastered (2)** Prerequisite: *Enhanced Basic Recipe*. Use 1 ingredient to make a food creating an effect of 1 CP in value per individual, to be shared among a maximum of 8 people.

**Mild Recipe, Mastered (2)** Prerequisite: *Improved Mild Recipe*. Use 2 ingredients to make a food creating an effect of 2 CP in value per individual, to be shared among a maximum of 6 people.

**Potent Recipe, Mastered (3)** Prerequisite: *Potent Recipe*. Use 3 ingredients to make a food creating an effect of 3 CP in value per individual, to be shared among a maximum of 3 people.

**Concentrated Tea (3)** Prerequisite: *Potent Tea*. Use 4 ingredients to brew a drink creating an effect of 5 CP in value per individual.