

BRAWLER CAREER OF THE COOK

Having achieved greatness in fighting with various cook's tools, some feel inclined to learn their intended use. These become chefs, and learn to prepare food for their allies in the midst of battle. Their cooking not only feeds, but empowers and heals their allies, and can typically keep many fed as well as up and fighting.

FEEDING ALLIES

At 3rd level, your mastery of weaponizing kitchen tools has led to you learning to cook. You become proficient in chef's utensils and can use your reaction to give an ally an additional 1d4 on an attack roll or ability check, as long as the ally is within your melee range.

HEALING FOOD

Beginning at 11th level, as a bonus action, you may roll a Stunt Die to roll it and heal an ally within your range what you rolled on it + your Intelligence modifier (minimum of 1), feeding them your healing food.

You may use this ability once between long rests without expending the Stunt Die rolled.

CURING COOKING

At 17th level, your food rids your allies of negative conditions. As a bonus action, you may roll a Stunt Die to remove one effect causing an ally within your range to be charmed, frightened, paralyzed, petrified, poisoned, and stunned, as well as all effects magically causing them to be blinded and deafened. This effect also gives that ally temporary hit points equal to the number you rolled.

You may use this ability once between long rests without expending the Stunt Die rolled.