

Nero Atlanta Playtest: Culinary Arts Ver 2.0

Foreword:

This playtest is an attempt to give players access to more skills that do not directly involve combat. Some players, by choice or medical reasons, are noncombatants and wish to enjoy other roles within the game. This playtest alone cannot completely remedy noncombatants' occasional inability to participate in a game where physical conflict is a focal part of many story arcs. Our hope is to integrate additional mechanical and roleplaying aspects of new playtests to give noncombatants greater and more fulfilling roles.

Requirements:

Players must learn or be taught the Culinary Arts skill in-play prior to purchasing skill ranks. All players must have a Recipe Book available to use the Culinary Arts skill. This object is similar to a cantrip tome. It is an in-play object that can be stolen, traded, destroyed, lost, etc. The Recipe Book must be a minimum of 6x4 inches in size. It must be found or made in-play, and recipes must be phys repped in the book. (This can be as creative or non-creative as the player likes)

Summary:

The Culinary Arts skill is a ranked skill that costs 5 Build Points per rank for every class. It does not gain the benefit of workshops, master ranks, and cannot be purchased with silver. Every time a character uses the skill, they consume formal components as per the tables below, following the same rules as cantrips. Each time a character makes a production item with this skill it reduces the number of daily points that player has left for the day i.e., a player has 5 ranks, and makes an item that costs 3, that player would have 2 remaining ranks to use for that day. All items produced have a duration of 2 years, or until consumed, as per normal for production items. Consuming a Culinary Arts productions item requires 1 minute, can be disrupted (resulting in the loss of the production item), and no other in game skills can be used during that time. If someone ask for *Visible Effects*, an appropriate response would be "*Visibly Eating*" The effects produced by Culinary Arts are their own type and not magical or alchemical in nature, so they are not subject to *Dispel Magic*, *Purify Blood*, or other effects that may end magical or alchemical effects.

There are three types of Culinary Arts items: enhancement effects, resistance effects, and daily effects.

- Enhancement effects have an Indefinite duration, until the effect is used. A character cannot have duplicate effects on simultaneously.
- Resistance effects act as a daily resist, following the same rules. Once the resistance is used, a character cannot benefit from the same resistance effect, from Culinary Arts, until after a standard reset.
- Daily Effects have a duration of 1 Day (end at the next standard reset).

Enhancement Effects (Indefinite, effect is active until used)

Name	Effect	Skill Rank(s) Cost	Formal Comp(s) Cost
Rage Salts	1 Use of Battle Rage	1	0
Dispelling Dram	1 Use of Dispel Magic (Touch Cast Only)	2	1
Fortitude Syrup	1 Use of Will to Live	3	2
Restoration Hash	1 Use of <i>Regeneration</i> spell effect on a 5 count (instead of 60 a count).	4	3

Resistance Effects (Indefinite, effect is active until used)

Name	Effect	Skill Rank(s) Cost	Formal Comp(s) Cost
Lucidity Frosting	Gain 1 Resist Charm or Sleep	1	0
Anti-Binding Oils	Gain 1 Resist Pin, Bind, Web or Confine	2	1
Planar Resistance Cordial	Gain 1 Resist to any effect with <i>Elemental</i> in the tagline.	2	1
Painkiller Pie	Gain 1 Resist Physical (As per Race Rule Changes)	3	2

Daily Effects (1 Day, effect is active until the next Standard Reset)

Name	Effect	Skill Rank(s) Cost	Formal Comp(s) Cost
Crimson Yak Energy Milk	+5 Max Current Body	1	0
Constitution Provisions	+10 Max Current Body	2	1
Strengthening Rations	+2 Strength (+1 Each Hand). Allows recipient to Rip from Pin.	3	2
Agility Additives	+10 Dexterity Armor (Cannot exceed a character's Wear Points Cap)	4	3

Changelog

(11/15/2022)

- Changed the name of the playtest to *Culinary Arts* from *Magical Cooking*.
- Changed the size requirements for Recipe Book to 6x4 inches.
- Changed the Formal Components Costs to produce items.
- Added to **Summary** section: *All items produced have a duration of 2 years, or until consumed, as per normal for production items. Consuming a Culinary Arts productions item requires 1 minute, can be disrupted (resulting in the loss of the production item), and no other in game skills can be used during that time. If someone ask for Visible Effects, an appropriate response would be "Visibly Eating" The effects produced by Culinary Arts are their own type and not magical or alchemical in nature, so they are not subject to Dispel Magic, Purify Blood, or other effects that may end magical or alchemical effects.*
- Removed some limitations of only having a single effect from each category active at a time.
- Durations of some existing effects have been increased from 1 Day to Indefinite (until used).
- Additional Effects have been added to the playtest.