DUALINK

Way of the Chef

Monk subclass



One Piece Edition

Way of the Chef

Monks who follow the Way of the Chef blend the discipline of martial arts with the creativity and precision of culinary mastery. They see the kitchen as an extension of the dojo, where every dish they prepare is a reflection of their inner balance and skill.

Culinary Mastery

At 3rd level, your expertise in both martial arts and the culinary arts allows you to create special dishes that provide various benefits. You gain proficiency with cook's utensils and brewer's supplies. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

You learn to prepare unique dishes during a long rest. You have a number of slots available equal to Proficiency Bonus + Monk Level ÷ 2 (rounded down). You can prepare a number of dishes equal to half of your slots. Each dish provides a flat benefit that lasts for 1 hour. The creation of these dishes takes place during a long rest, and they can be consumed by yourself or an ally as an action. Dishes expire if not used until the next long rest. A base dish occupies one slot and you get access to all the following base dishes:

- ***Hearty Soup:*** Grants 5 temporary hit points for 1 hour. At 11th level, this increases to 10 temporary hit points. At 17th level, it increases to 20 temporary hit points.
- ***Energizing Pasta:*** Restores 1 ki point or 1d8 hit points. At 11th level, this increases to 2 ki points or 2d8 hit points. At 17th level, it increases to 3 ki points or 5d8 hit points.

- ***Cooling Tea:*** Removes one level of exhaustion. At 11th level, it also grants resistance to cold damage for 10 minutes. At 17th level, it removes two levels of exhaustion.

- ***Fortifying Stew:*** Grants a +1 bonus to AC for 10 minutes. At 11th level, the bonus increases to +2. At 17th level, it increases to +3.

- ***Spicy Stew:*** Grants advantage on Strength checks and saving throws for 10 minutes. At 11th level, it also grants a +1 bonus to attack rolls with melee weapons. At 17th level, the bonus increases to +2.

- ***Sweet Pudding:*** Grants advantage on Wisdom saving throws for 10 minutes. At 11th level, it also grants proficiency in Wisdom saving throws if not already proficient. At 17th level, it grants advantage on Wisdom checks.

Flambé Kick

Also starting at 3rd level, wen you hit a creature with an unarmed strike, you can spend 1 ki point to deal an additional 1d6 fire damage. This damage increases to 2d6 at 6th level, 4d6 at 11th level, and 7d6 at 17th.

Additionally, when you use your Deflect Missiles feature and successfully catch or deflect a projectile, you can spend 1 ki point to ignite the projectile with a Flambé Kick, causing it to catch fire. If you throw the projectile back as part of the same reaction, it deals an additional 2d6 fire damage, which increases to 3d6 at 6th level and to 5d6 at 11th level.

Sky Walk

At 6th level, your rigorous training allows you to perform the incredible feat of walking on air.

As a bonus action, you can spend 1 ki point to gain a flying speed equal to your walking speed until the start of your next turn. You must end your turn on the ground or you fall unless you use this feature again.

- ***Flying Dropkick:*** If you use your full movement speed while airborne with Sky Walk and end your movement by using Flambé Kick, you can perform a Flying Dropkick. This attack deals an additional 5d6 fire damage (increasing by 2d6 at 11th and 17th levels). The target must also succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your Strength or Dexterity modifier) or be knocked prone.

Spice Enhancement

Also at 6th level, you learn how to enhance your base dishes with special spices.

During a long rest, you can add one spice to each base dish you prepare, enhancing its effects. A dish with a spice occupies 2 slots. You can choose from the following spices:

Blazing Cayenne

- Converts healing effects to fire damage (e.g., instead of restoring hit points, the dish deals 2d6 fire damage in a 10-foot radius). At 11th level, the damage increases to 3d6. At 17th level, it increases to 4d6.

Synergies:

- If added to Hearty Soup, it also heals an additional 1d8 hit points.
- If added to Fortifying Stew, it increases the temporary hit points by 5.

Cooling Mint

- Grants immunity to poison for 1 hour. At 11th level, this also grants immunity to the poisoned condition.

• At 17th level, it grants advantage on all Constitution saving throws for the duration.

Synergies:

• If added to Energizing Pasta, it also grants the ability to Dash as a bonus action.

• If added to Cooling Tea, it also removes two levels of exhaustion instead of one.

Energizing Ginger

• Adds a 10 foot bonus to movement speed for 1 hour. At 11th level, this increases to +15 feet. At 17th level, it increases to +20 feet.

Synergies:

• If added to Cooling Tea, it increases the foot bonus to movement speed by 5 feet.

• If added to Fortifying Stew, it also grants the benefits of the Haste spell for 1 minute.

Soothing Chamomile

• Doubles the base dish's healing effects or temporary hit points. At 11th level, it also grants resistance to necrotic damage for 10 minutes. At 17th level, it grants immunity to necrotic damage for the first 10 minutes.

Synergies:

• If added to Sweet Pudding, it grants proficiency in Wisdom saving throws for the duration.

Spiked Chili

• Converts defensive effects into offensive ones (e.g., instead of a +1 bonus to AC, the dish grants a +1 bonus to attack and damage rolls for 10 minutes).

• At 11th level, the bonus increases by an additional +1. At 17th level, it increases by an additional +2.

Synergies:

• If added to Healing Soup, it becomes a splash potion of poison.

• If added to Energizing Pasta, it reduces the target's movement speed to 0 until the end of your next turn, upon a successful attack.

Mellow Lavender

• Adds an additional effect, such as calming emotions, removing fear, or granting temporary immunity to charm effects for 10 minutes. If added to Sweet Pudding, it grants proficiency in Wisdom saving throws for the duration. At 11th level, it also grants immunity to fear effects for the duration. At 17th level, it grants immunity to mind-altering effects for the duration.

Synergies:

• If added to Fortifying Stew, it causes any enemies to deduce 1 on attack rolls against you.

Diable Jambe

Starting at 11th level, you can ignite your legs with fiery energy, increasing the power of your kicks. As a bonus action, you can spend 2 ki points to enter the Diable Jambe state for 1 minute. While in this state, you gain the following benefits:

• You have resistance to fire damage, and any creature that hits you with a melee attack takes 2d4 fire damage.

• When you hit a creature with an unarmed strike, it must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Wisdom modifier) or be set on fire.

- If it is on fire it takes 2d4 fire damage at the start of each of its turns until it uses an action to put out the flames or the effect ends in 1d4 rounds. If the target fails the save by 4 or more, it suffers third-degree burns, limiting it to either a bonus action or an action but not both.

Cherry on Top

At 11th level, you can further enhance your culinary creations by adding a special topping, known as the "cherry on top." These powerful additions enhance your dishes even more. A dish with both a spice and a cherry on top occupies 3 slots. Choose from the following cherries on top:

- ***Sweet Cherry:*** Grants an additional 2d6 damage to the next attack made within 10 minutes. At 17th level, it increases to 4d6.
- ***Juicy Grape:*** Grants an additional 5 feet of movement speed for 10 minutes. At 17th level, it increases to 15 feet.
- ***Crisp Apple:*** Restores an additional ki point or grants an additional 1d8 healing. At 17th level, it increases to 3 ki points or 3d8 healing.
- Bitter Lemon: Grants resistance to a damage type of your choice for 10 minutes. At 17th level, it grants immunity to that damage type for the full duration.
- ***Zesty Orange:*** Grants advantage on the next saving throw made within 10 minutes. At 17th level, this also grants a +4 bonus to the saving throw.

Additionally, meals you make can now be taken as a bonus action.

Master Chef

At 17th level, your mastery of culinary techniques reaches its pinnacle, allowing you to create dishes of exceptional power and ingenuity. You can designate one dish as your Signature Dish. This dish provides one of the following enhancements of your choice:

- The effects of the dish last twice as long.
- The dish's effects are doubled in effectiveness.

You may change your Signature Dish choice after 7 days.

Additionally, once every 30 days, you experience a ***Moment of Genius*** that allows you to create a truly extraordinary dish. This dish can combine multiple spices and cherries on top, with a total maximum value of 6 slots.

A dish created during a Moment of Genius can also be designated as a Signature Dish to further enhance its effects.

Forged Flambé Kick

Also at 17th level, your deep understanding of culinary fire allows you to channel your mastery into an even more powerful attack. As a result, your Flambé Kick can become a Forged Flambé Kick:

- ***Forged Flambé Kick:*** If you have used at least half of your dish slots, you can enhance your Flambé Kick to deal twice the normal damage and push the target back 10 feet. Upon using a Forged Flambé Kick, you cannot use it again for the next 1d4 rounds.

Please keep in mind what we have provided is merely a blueprint!
Creativity is your limit!