

# Cook

This trade-skill will enable one to make many varieties of foods.

Only a Cook who has studied and passed the test of the Cook can successfully cook a desired result. The initial value of a cooked food items will be strictly up to the discretion of the G.M.

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Modification-point cost: 3

Training Time: 40 weeks (280 days).

**Training note:** This is an averaged time to complete the full training for Cook. However, the training time can vary according to the student's Awareness as follows:

For every point of Awareness above 24, the training time will be reduced by two days (minimum 140 days to train).

For every point of Awareness below 18, the training time will be increased by one day.

Training Cost: 6 white-gold per day of training + the cost of all cooking supplies used.

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Your AWARENESS will be the % chance to successfully cook a food item. Example: If you have a 30 Awareness, you will have a starting 30% chance to succeed at cooking.

For each successfully cooked item you create, the % chance to successfully create another of the same recipe will increase by +1.

**Example:**

If you have a 30 Awareness, and successfully cook an item, you will gain +1 added to your current 30% chance the next time you attempt to cook the same item again (you would have a 31% chance). If you created another successfully, your skill would increase from 31% chance to 32%.

Maximum success chance: 99%

## MASTER COOK

Once you reach the "Maximum success chance" (99%), you can then add another ingredient into a recipe in an attempt to "Master Cook" it. You can even add another ingredient to an already cooked food item to enhance the taste . . . even the food item's appearance.

To Master Cook is a way to double the value of an already existing food item. If you fail to Master Cook a food item, it will be ruined (it may yet be tasty, but will not be what you wanted), and you will have to start over from scratch. If you are successful, it will double in value and in desirable taste.

You will start out with a 25% chance to Master Cook a food item. For each successful food item you Master Cook, your % chance to Master Cook will increase by +1.

### Example:

If you have a 25% chance to Master Cook a food item, and successfully Master Cook it, you will gain +1 added to your current 25% chance to Master Cook the next time you attempt to Master Cook (you would have a 26% chance).

If you Master Cook a food successfully, your skill would increase from 26% to 27% chance.

Once you reach a 99% chance to Master Cook, you will have obtained full 1<sup>st</sup> Mastery. You will then start over with a 25% chance to 2<sup>nd</sup> Master Cook a food. If successful, you will again gain +1 to your 2<sup>nd</sup> Master Cook skill to prepare or enhance a food item you have just succeeded with a 1<sup>st</sup> Master Cook. When you reach 99% chance to 2<sup>nd</sup> Master Cook, you can then begin working on your 3<sup>rd</sup> Mastery, starting out at 25%, in which you can attempt to Master Cook a 2<sup>nd</sup> Master Cooked food. You can continue to increase your Mastery levels as high as you like (there is no limit to Master Cook).

Remember, each time you successfully Master Cook the same food, its value will double, which can create quite a valuable food.

**Master Cook maximum success chance:** 99% will be the best chance to Master Cook a food item within all Mastery levels.