

URANIUM CHEF



A WORLD OF
ADVENTURE FOR

FATE
CORE SYSTEM

Dave Joria

DJ

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Uranium Chef

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This is a game where people make up stories about wonderful, terrible,
impossible, glorious things. All the characters and events portrayed in this
work are fictional. Any resemblance to real people, deadly robots, cooking
shows, kitchens located in or out of the realms of the damned, alien cuisine,
judges, panels of celebrity "experts," or chefs made out of any kind of metallic
substance is purely coincidental, but kinda hilarious.

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CONTENTS

What's Cooking?	3
What Is Uranium Chef About?	3
What Is the Story?	4
To Make an Apple Pie from Scratch,	
You Must First Invent the Universe	5
Aspects	6
Approaches	8
Refresh	10
Stunts	10
Conditions	11
A Recipe for a Show	12
The Camera	12
Popularity Aspects	12
Types of Scenes	12
Running Cook-Offs	16
Collecting Secret Ingredients	17
Creating Dishes	18
Creating Non-Dish Aspects	22
Attacking Contestants	24
Wooing and Spying on Judges	25
Judging	26
Types of Cook-Offs	30
The Season	33
Keeping It Fresh	33
The Finale	38
Out of the Frying Pan	40
Scene One—Got Game?	40
Scene Two—Suites to the Sweet	41
Scene Three—Free Range of the Studio	42
Scene Four—Proof in the Pudding	44
Scene Five—On the Scales	46
Scene Six—Can't Spell "Team" Without "Meat"	47
Scene Seven—Battle Surf & Turf	48
Scene Eight—Put Your Money Where Your Mouth Is	55
Dish Appendix	56
Spacey Adjectives!	56
More Secret Ingredients	56
Dishes Difficulties	57
Flavors and Example Dishes	58
Premade Judges	60
Premade Characters	63

It's a big universe out there, but around every star, on every planet, the old saying holds true. ...we all gotta eat! You are one of the most influential, inspired, or infamous chefs in all the worlds, and you have accepted the offer to cook on Uranium Chef, the most popular cooking/bloodsport show on neurovision. Fasten your apron straps and hold on tight, as you'll have to survive surprise ingredients, full-contact kitchen combat, and the snootiest food critics in five dimensions. Will you wow the judges? Can you woo the audience? Do you have what it takes to best the Uranium Chef, or will you get the chop?



WHAT'S COOKING?

As you walk into the room, all conversation stops. You hear only the sizzling of flesh over the fire and the bubbling of strange concoctions. You feel the stare of compound eyes, electronic sensors, and other optic organs upon you. The watchers are strange, but not strangers.

To the left is Snarko the Grinder, a rough-skinned alien as large as a rhino and twice as angry. Snarko is wanted on Alo 3 for stabbing a referee during an underground cooking competition.

To the right is Mistress Vespax, whose chitinous antennae twitch at you as you pass. She's been known to eat her opponents alive.

In the audience box, bookies sneer at each other and estimate the odds of you surviving the season...they are not good. You're a fry cook in a haute-cuisine world.

You don't care. You didn't come here to impress them. You came for one reason: to prove that you could beat the Uranium Chef.

Now's your last chance to bail; if you can't stand the heat, there will be no getting out of Kitchen Arena.

What Is Uranium Chef About?

Uranium Chef is a roleplaying game in which you'll pretend to be contestants on a reality TV game show about full-contact cooking...oh, and it's in space. The rules can be adapted for a single session (an **episode**) or a full campaign (a **season**).

This game is not meant to be serious or realistic; it should include elements as over-the-top as robot grappling, radioactive cheddar, and man-eating space monsters fricasseed in butter. Feel free to swing between the pomp of *Iron Chef*, the goofiness of *Hitchhiker's Guide to the Galaxy*, the melodrama of *Top Chef*, the savagery of *Enter the Dragon*, and the raw bravado of professional wrestling.

OTHER SETTINGS

The default setting of *Uranium Chef* is science fiction, but its mechanics aren't restricted to that genre. There's nothing stopping you from holding a martial-arts cooking competition in a Japanese high school, or a dragon-cooking contest in the faerie realms.



What Is the Story?

Holly: Hi! I'm Holly Go-Light-Wave!

Durian: And I'm Dr. Durian, and we're here to tell you about the history...of Uranium Chef!

Holly: Wow! How did Uranium Chef begin?

Dr. Durian: According to the legend, Chairwoman Maalu Miris of the Pax Galactica conquered it all—politics, art, interplanetary business; but her true passion, her true love, was food. She traveled the stars, tasting millions of dishes from millions of chefs. However, every master chef she met had some flaw in their technique. When the Chairwoman was unable to find the perfect chef, she had one built. The Chairwoman commissioned a fusion-powered robot cook that featured cutting-edge AI interfaces, military robotics, and the brain scans of the greatest chefs in history. When it was complete, she christened it her Uranium Chef.

Chairwoman Maalu Miris was pleased with her creation, but she knew that perfection doesn't exist in a vacuum...how would she know for sure if her android chef was the best? She would have to prove it.

So she built Kitchen Arena, a combination kitchen, broadcasting studio, and gladiatorial pit. Each season, the greatest chefs of the universe face off against each other in a grueling tournament. If a chef makes it to the final round, they will get the chance to test their mettle against her metal chef. A few contestants have been close to victory, but all have fallen short in the end; but even a rank of second place is a badge of honor, and path to celebrity. As of yet, no one has unseated the Chairwoman's champion. If a challenger were able to best the Uranium Chef, they would gain fame and fortune beyond imagination.

The new season has begun. Which of the new contestants will taste bitter defeat, and which will be worthy of facing the Uranium Chef?

TO MAKE AN APPLE PIE FROM SCRATCH, YOU MUST FIRST INVENT THE UNIVERSE

Players, before you create your characters, you'll work with the GM to create two to four world aspects. Here are a few suggestions:

- **FEELING THE PRESSURE:** The stakes are high, the lights are bright, and you never get enough sleep. Players, you can invoke this aspect to give your character a boost, but if you invoke it too many times, and it can be compelled to bring you crashing down.
- **WATCH YOUR BACK:** Even your teammates are out to get you. Trust no one.
- **THE HOUSE ALWAYS WINS:** The producers set the rules, and will change them to suit their interests. No one has been able to prove that they cheat, but there's a reason the Uranium Chef is undefeated.

Holly: The casting director (that's me!) recruits contestants from all over the universe. Some chefs are from advanced civilizations, others from slower-than-light backwaters. Many contestants are young chefs fresh out of culinary school; others are seasoned veterans from the minor leagues. The toughest contestants come from the underworld competitions, where they fought in the illegal pro cooking circuits.



To let you in on a secret, we're looking for more than experience; we want dynamic personalities that will spark dangerous feuds and fiery romances. Each season is filled with noble heroes and malicious villains...

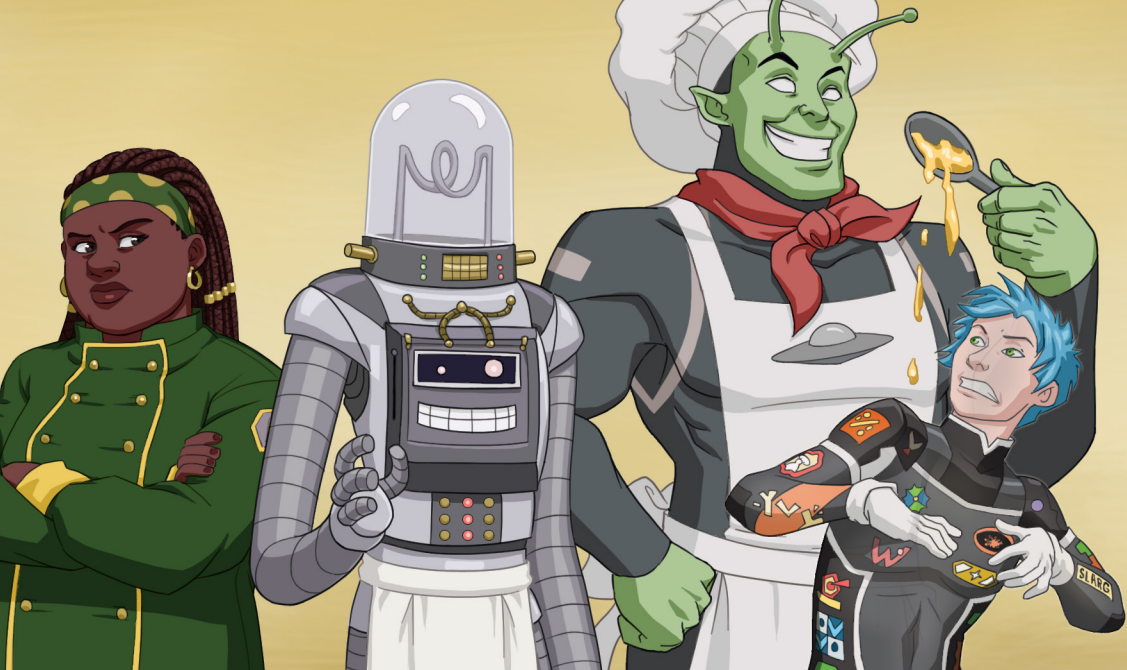
Dr. Durian: And if none are available, the editors will alter the footage and make their own.

Holly: Sssh!

After you create your world aspects, it's time to make characters! Figure out a basic idea for your character, and then pick your aspects, approaches, and stunts.

If you want to use a premade chef, you'll find plenty on page 63.

You'll also want to create at least one **rival**, an NPC contestant controlled by the GM. This sneaky, unlikable individual will do anything they can to win, even if it means risking the safety and security of their own teammates. Players, you can work together to make a rival you'll all love to hate, but if you're using a pre-gen, we recommend Marcon (page 63) or Greto (page 67).



Aspects

Your character gets five aspects: their high concept, carrot, on-air persona, and two free aspects. If you're playing a campaign, they'll get a sixth: a deep secret.

High Concept

Your high concept is made up of two things: your bioform and culinary style.

COOKING MASTER?

If you feel like randomly generating a bioform, see the Fate World and Adventure *Masters of Umkaar*.

STUMPED ON STYLE?

Can't think of a neat, spacey cuisine name? Take an existing one, add a few Zs, Xs, and apostrophes, and maybe reverse the spelling. Thus, you might be expert in Cxantoneze or H'cnerf cuisine.

Your **bioform** is your species or life-form—examples include human, robot, Martian, grey, cyborg, sentient plant, hologram, or anything else that strikes your fancy.

Your **culinary style** describes the type of food you specialize in. Did you attend a culinary school, where you learned fancy dishes? Work in your mother's fry shop? Are you a vagabond fusion chef of the many worlds? Examples include home cooking, sushi chef, pastry chef, cold fusion, paleo, Alpha Centaurian.

To finish your high concept, just put your bioform and culinary school together. Examples include HOME-COOKING

ANDROID, H'CNERF-COOKING HUMAN, and MUSHROOM-MAN SUSHI CHEF.

Carrot

Your **carrot** is why you want to compete. Uranium Chef is a lethally dangerous show, with contestants risking life and limb; what urge is greater than your fear of death? Money? Fame? Validation? Revenge? We recommend you think of a specific reason, but write down the aspect in a more general way.



Amanda thinks her character wants to save his father's failing restaurant (I WANT MONEY), prove himself to the culinary college that kicked him out (I WANT REVENGE), and create the perfect bread (I HAVE TO BE THE BEST). But she can only choose one carrot, so she writes down I WANT REVENGE.

On-Air Persona

Your **on-air persona** represents the face you try to show the judges and the audience. It might be the fake attitude you wear at all times, or it might be an obvious mask that you drop when the cameras are off. We recommend you base this on a common reality TV archetype. Examples include THE COMPETITOR, THE MANIPULATOR, THE DIVA, THE NICE ONE, THE TWO-FACE, THE JERK, and THE CLOWN.

Free Aspects

Your character's two free aspects could be links to other characters, assets, personality flaws, or anything else you like.

Deep Secret

If you're playing a campaign, we recommend giving your character a **deep secret**, something they're afraid of being exposed to the public. Examples include KICKED OUT OF CULINARY SCHOOL, SON OF AN INFAMOUS WARLORD, and FAKED MY OWN DEATH.

It won't be used often, but if another contestant discovered your secret, they would gain incredible leverage over you, and could compel you to do lots of underhanded things!

Approaches

Uranium Chef has twelve approaches split in two categories: **reality approaches** and **culinary approaches**. Whenever you do something, you'll only use **one** type of approach.

In each category, you'll assign ranks to your approaches as follows: one Good (+3), two Fair (+2), two Average (+1), and one Mediocre (+0).

Reality Approaches

You'll use reality approaches for anything unrelated to food, like spying, fighting, making friends, and stealing the spotlight.

Five of them remain unchanged from *Fate Accelerated*: Flashy, Careful, Clever, Sneaky, and Quick. Forceful is rebranded as **Aggressive**.

WHY AGGRESSIVE?

Uranium Chef is inspired by reality TV shows. With this in mind, we wanted a term that captured the "I'm not here to make friends" attitude.



Culinary Approaches

Culinary approaches measure your character's proficiency in handling different cooking ingredients and in preparing different types of dishes. They come in six

flavors: Bitter, Cool, Savory, Sour, Spicy, and Sweet.

- **Bitter:** Flavors that are sharp, dark, and slightly unpleasant. Examples include dark vegetables, dark chocolate, and bitter drinks such as coffee and tea. People with high Bitter include orthodox or traditional chefs, nutritionists, and dietitians.
- **Cool:** Flavors that are minty, creamy, starchy, or come from lighter proteins. It could also describe dishes that are served very cold or frozen. Examples include dairy, grains, sorbet, lobster, and other seafood. People with high Cool include ice-cream makers, sushi chefs, and gastrochemists.
- **Savory:** Flavors that are earthy, meaty, salty, and umami. Examples include meats, mushrooms, and salt and pepper. People with high Savory include barbecuers, home cooks, fry cooks, rustic cuisiniers, and diner chefs.
- **Sour:** Flavors that are pleasantly tangy or astringent, generally caused by acidity. Examples include lemons and limes, pickles, and yogurt. People with high Sour include wine sommeliers, fruit farmers, and mixologists.
- **Spicy:** Bold, pungent flavors, often described as peppery, piquant, or hot. It could also describe dishes that are served very hot. Examples include flambés, sharp vegetables like garlic and peppers, pungent roots like ginger, and distilled spirits. People with high Spicy include celebrity chefs, curry masters, and hibachi chefs.
- **Sweet:** Flavors with a pleasant sweetness, usually produced with simple sugars. Examples include fruits, desserts, and caramelized onions. People with high Sweet include pastry chefs, ice-cream makers, and bakers.

NAAN-VIOLENCE

You cannot use a culinary approach to attack unless you have an appropriate stunt.

À LA CARTE

For a list of seasonings and sample dishes for each flavor, read "*Flavors and Example Dishes*" (page 58).

Refresh

All characters start with three refresh.

Stunts

All characters start with three free stunts.

Uranium Chef is a semi-competitive setting, so stunts are limited somewhat. You cannot buy more stunts while creating your character, but can purchase stunts during the usual *Fate Accelerated* milestones. There are only two types of stunts in *Uranium Chef*: one-use stunts and immunity stunts.

One-use stunts grant a bonus to an approach once per scene. You cannot have multiple stunts that give a bonus to the same approach.

Immunity stunts grant immunity to particular situations and aspects that would hinder you. Your chef cannot be compelled with such aspects, and the difficulty of related tasks cannot be increased.

Example One-Use Stunts

Cold as the Void: When I succeed at creating a Cool advantage related to sushi or sashimi, I gain another free invoke. This invoke may only be placed on aspects with Value:2 or less. Can be used once per scene or cook-off.

Marinade Master: Because I am a master of marinades, I can use Sour in place of Savory when creating a Savory dish aspect. Can be used once per scene or cook-off, after the first exchange.

Pastry Chef: I can use Careful in place of Sweet when creating a plating aspect related to pastries and desserts. Can be used once per scene or cook-off.

Underminer: I can gain +2 bonus to Sneakily creating a sabotage aspect. Can be used once per scene or cook-off.

Wrecking Ball: When I succeed at Quickly creating an advantage related to knocking someone or something down, I gain another free invoke. Can be used once per scene or cook-off.

Example Immunity Stunts

Claw-Hand: Because I'm half lobsterman (on my mother's side), I can chop food without a knife.

Hot Looks: Because I have heat-vision, I can fry food without a stove.

Pantry Raider: Because I have night-vision, I never suffer penalties for moving or cooking in the dark.

You'll find more example stunts in "*Premade Characters*" (page 63).

Conditions

Characters in *Uranium Chef* have no stress tracks or consequence slots. Instead, they have **conditions**. Conditions are like consequences, except they are prenamed.

If you are attacked successfully, you may absorb shifts by marking any of your unmarked conditions. If you do not or cannot absorb all of the shifts, you get taken out (outside cook-off scenes) or rendered HARMLESS (during cook-off scenes, page 24).

There are three kinds of conditions: fleeting, sticky, and lasting.

A **fleeting condition** stays marked until you get a chance to catch your breath and calm down, normally at the end of the scene or cook-off. These absorb one shift.

STRAINED (fleeting)

SCRAMBLED (fleeting)

A **sticky condition** stays marked until a specific event happens. These absorb two shifts.

DRAINED (sticky) Lasts until you get sleep.

BEATEN (sticky) Lasts until you receive medicine.

A **lasting condition** requires time and effort to heal. When your character receives a lasting condition, mark both boxes. To begin recovering the condition, you must overcome against at least Good (+3) difficulty; if you succeed, erase its first box. If your character starts a session with only one box marked on their lasting condition—that is, they overcame it last session—its second box will clear at the end of the session. These absorb four shifts, and can only be marked if both boxes are clear.

BURNED (lasting)

CHOPPED (lasting)

GMs, you can give a condition to a character if you feel the story prompts it.

MessBot7337 scores the lowest dish in a competition, and nearly gets kicked off the show—this is a huge blow to their ego. The GM gives MessBot7337 the lasting condition CHOPPED.

A RECIPE FOR A SHOW

On the surface, *Uranium Chef* is a show all about cooking, but everyone knows the majority of watchers are in it for the drama. After all, the fans at home can't taste your ragu, but they can enjoy your screaming match with another contestant. The producers know this, and have carefully created a show format that grants plenty of opportunities for contestants to brag, yell, and cry; and with dozens of hidden cameras on at all times, they'll be recording every second of it.

The Camera

The contestants are almost always surrounded by small hidden cameras and microphones. However, you can become **UNNOTICED** by paying a fate point or by creating an advantage with an appropriate approach, such as *Sneaky*, against *Average* (+1) difficulty. If the stakes are higher—such as during a contest or if all the cameras are turned on you—it could go up to *Fair* (+2) or *Good* (+3). You'll remain **UNNOTICED** until the end of the scene, until you do something *Flashily*, or until the GM thinks it's appropriate for you to get noticed, such as when you succeed at a cost.

Popularity Aspects

During a campaign, you'll try to stand out to the audience and to the producers, marking your progress with **popularity aspects**. These show how much the fans love you—or love to hate you (both of which are beneficial). They also describe the drama you cause, your witty remarks, and your tear-jerking sob stories.

Uranium Chef has three scenes designed to give out popularity aspects: opening remarks (page 13), confessionals (page 14), and face-offs (page 14). Chefs can also receive a popularity aspect with one free invoke for winning a quick-fire cook-off (page 30).

Popularity aspects can only be invoked at the end of an episode to influence the final face-off (page 32). However, they can always be compelled.

You can only gain popularity aspects when the cameras are turned on you—not when you're hiding, and not in the washrooms. If you're **UNNOTICED**, you can't gain any.

GMs, feel free to reward players with popularity aspects for other reasons, perhaps for dazzling deeds such as rolling **++++**, acting in line with their characters' on-air persona aspects, or introducing fun new complications.

Types of Scenes

Reality game shows are nothing if not predictable; once they have a working formula for an episode, they'll reuse it for nearly every episode of that season. (And even make spin-offs with the same format!)

Here's our recommended structure of scenes, which you can see in action in the adventure *Out of the Frying Pan* (page 40):

- Opening remarks
- Interaction scene
- Short on-air contest (likely a quick-fire cook-off)
- Interaction scene
- Long on-air cook-off
- Final face-off (if tie or team win)
- Credits roll

SLOW-COOKING

Players, if you're new to the rules, your first episode may stretch over two sessions. If you're experienced, you will typically play one episode per session.

Throughout these scenes, Holly Go-Light-Wave might cut in with a **confessional** (page 14).

You'll find some ideas for adding theme and variation to this formula in "*Keeping It Fresh*" (page 33).

Opening Remarks

At the beginning of every session, or TV episode, you'll get one exchange to try to create a **popularity aspect**. This represents your attempts to flex your muscles and spew catchphrases, hoping to impress the viewers, much like the boasting before a wrestling match. The recommended difficulty is Mediocre (+0). If you succeed, you gain a popularity aspect; if you fail, no aspect is created. Alternatively, you may try to create a friendly popularity aspect on another contestant—this won't directly help you, but it can be compelled, and can be diplomatic.

Interaction Scenes

In between cooking contests, the chefs will have brief moments of inactivity; they might be eating breakfast in the communal living room, or waiting in the green room for the studio to be set up. We call these **interaction scenes**.

Chefs may use this time to interact with each other. What might appear as idle conversation may mask attempts to gain allies, spread gossip, and win dominance. You can handle these as *Fate Core* social conflicts and contests, or you can use a new type of social scene: a **face-off**.

Chefs may also attempt to do one thing that doesn't directly relate to another character, such as recovering from a condition or booby-trapping a contestant's toothbrush.

Cook-Offs

Once or twice per episode, the chefs will be expected to participate in a cook-off. They will have a time limit, measured in exchanges, to create one or more dishes. There are dozens of real-life examples of cook-offs in game shows like *Iron Chef*, *Top Chef*, *Chopped*, and *Cupcake Wars*.

You'll find a full breakdown of cook-offs in *Running Cook-Offs* (page 16).

Face-Offs

A face-off is a pithy, one-exchange contest. When two characters are trying to best each other in a social situation, they can be compelled into a face-off. If both players agree, they can refuse the compel by both paying a fate point.

Face-offs are best done when two characters are trying to dominate or influence each other; one might try to make a friend with Flashy, while the other is trying to make their opponent afraid with Aggressive. However, if the defender is not trying to influence the attacker in any way, you can make it a regular conflict or contest, lasting as long as needed.

The winning chef receives a popularity aspect with a free invoke. The losing chef suffers a condition representing their mental strain and weakening resolve, but gets a fate point as a consolation.

Face-offs happen outside of normal time; don't be afraid to stick them in the middle of any type of scene, including diceless ones. Face-offs during a cook-off don't take up any characters' cook-off exchanges.

Confessionals

A confessional is when a contestant is pulled aside to talk to the audience—a staple in reality shows.

If you fail a roll or suffer a disappointing turn of events, the GM or another player may offer you a fate point to compel your character to go into a confessional. Just like a normal compel, you can pay a fate point to resist it.

Once in a confessional, the director Holly Go-Light-Wave will ask you probing questions about your thoughts and feelings, attacking you Cleverly.

If you succeed on your defense, you pour your heart out in an inspiring way, or if you're more calculating, you hide your real feelings behind boasts, jests, and fake tears. You gain a popularity aspect describing how you keep your cool or crack wise.

If you tie, you leak some drama about another contestant; Holly gains a boost for the next confessional, regardless of who's confessing.

If you fail, your mental defenses crack, and your calculated response dissolves into whining, mumbling, and finger-pointing; you suffer a condition.



Holly: Mongongo Studios uses cutting-edge technology that is capable of creating small, pocket-sized universes no bigger than a closet. These “confessionverses” can only be sustained for a few minutes, making them impractical for large-scale filming, but ideal for on-camera confessionals! If you are pulled into one of these pocket

universes, you'll have several minutes to bare your soul. Afterwards, you'll be popped back to reality, mere nanoseconds after you left!

Credits Roll

As the episode wraps up and the credits roll, the winning contestant gets a moment to talk to the camera about how they feel about this victory. Likewise, the loser gets a moment to vent their frustration; if you're playing one-shot or elimination game, they can use this chance to say goodbye.

Remove any fleeting and sticky conditions gained during the episode. Also, any characters with a lasting condition may attempt to start recovering. After all, thyme heals all wounds.

Holly Go-Light-Wave

ASPECTS

High Concept: HOLOGRAPHIC HOST AND DIRECTOR

Carrot: I WANT DRAMA!

On-Air Persona: THE SPRIGHTLY ENTERTAINER

Aspects: JILL OF ALL TRADES; WILL DIG UP YOUR SECRETS; NO TASTE; SHALLOW WATERS RUN DEEP

Hidden Aspect: I LEARNED SOMETHING I SHOULDN'T HAVE, AND IF THEY FIND OUT...

REALITY APPROACHES

Aggressive: Average (+1)

Careful: Good (+3)

Clever: Fair (+2)

Flashy: Great (+4)

Quick: Fair (+2)

Sneaky: Good (+3)

STUNTS

Multi-Wave: Holly can be in multiple places at once, doing any number of things, without penalty.

Wheedle It Out: When Holly is talking to last episode's winner or in a confessional with them, she gains +2 to Clever when getting that persona to reveal their thoughts and feelings. This stunt can only be used in a campaign.

CONDITIONS

1 STRAINED (fleeting)

1 SCRAMBLED (fleeting)

2 DRAINED (sticky)

2 BEATEN (sticky)



RUNNING COOK-OFFS

Cook-offs are structured conflicts that last a predetermined number of exchanges. When the time limit is reached, the cook-off ends and the dishes are judged. The bigger and better your dishes, the more points you'll score. The more points you score, the better chance you'll have at emerging victorious.

Unlike in regular conflicts, in cook-offs the only participants who may concede or get taken out are nameless NPCs.

There are two types of cook-offs: quick-fire cook-offs (page 30) and final cook-offs (page 31). An episode will often have a quick-fire cook-off in its first half, and will always end with a final cook-off.

A cook-off always has an inflexible goal called the **requirement**. Most times this includes:

- Which ingredients you must collect
- How many dishes you must make
- How much time you have to do it

In short, if you don't collect the ingredients, you can't create dishes, and if you don't create a dish, you'll receive zero points for it.

Cook-offs can also have one or more **objectives**. If you don't meet an objective, you may still serve your dish or dishes, but you'll receive a penalty, often an aspect with a free invoke against you. You'll find examples in the adventure on pages 45 and 48, and you'll find advice on creating your own objectives on page 36.

To make a dish worth serving, you must accomplish three things:

- Collect the **secret ingredient** (page 17)
- Make a dish by creating a **main aspect** (page 21)
- Accentuate your dish with a **plating aspect** (page 21)

If you feel you have time to spare, you may also do the following:

- Complement your dish with **side aspects** (page 21)
- Create non-dish aspects like prep and sabotage aspects (page 22)
- Combat other chefs (page 24)
- Woo or spy on the judges (page 25)—but not during quick-fires

WHAT DOES KITCHEN ARENA LOOK LIKE?

For a full layout of Kitchen Arena and its nearby rooms, read *"Scene Three—Free Range of the Studio"* (page 42).



Holly: All of the Kitchen Arena stations are furnished through the generosity of the Xegolite Corporation. Xegolite Home Appliances—now with reduced radiation leakage!

Collecting Secret Ingredients

Every cook-off includes at least one **secret ingredient**, which each chef must take time to collect. You **must** collect a secret ingredient before you begin to cook your dishes.

Quick-fires often have one secret ingredient, while final cook-offs often have two or three.

Each secret ingredient has a dominating taste and aroma—its **natural flavor**. This can be any of the six flavors: Sweet, Sour, Spicy, Cool, Savory, or Bitter. Here's an example:

Dark-Matter Chocolate

Aspects: CRUMBLY; RICH TASTE

Natural Flavor: BITTER

Difficulty: Average (+1)

To collect the ingredient, you must move to the center zone of Kitchen Arena. You might then have to create an advantage against passive opposition, like with the Dark-Matter Chocolate. Or if the ingredient is an NPC, you'll have to take it out or force it to concede. There's an example NPC ingredient in the adventure's *Battle Surf & Turf* (page 48).

EARLY BIRD

Kitchen Arena's altar will hold at least one portion of the ingredient for each chef. If someone should be greedy and steal more than their share, GMs, it's up to you what happens next. Maybe the other chefs have to steal it back, maybe a violent tug-a-war rips the ingredient in two (splitting the invokes), or maybe the cheated chef can find an overlooked, inferior portion of the ingredient hiding in the corner.

When you collect an ingredient, your chef gains an aspect related to the ingredient and its natural flavor, such as RAW SUGARSNAIL—SWEET, which allows you to cook all of your dishes. If you collected it well, the aspect might even have a free invoke.

IF AT FIRST YOU DON'T SUCCEED, FRY, FRY AGAIN!

If you're having a particularly hard time collecting an ingredient, remember that you can always succeed at a cost. For example, you might collect HALF-SHELLED SUGARSNAIL (STILL WIGGLING!)—SWEET with an unfriendly invoke on it; you'll have a tough time cooking it, but at least you'll be able to cook!

For more unearthly secret ingredients and optional rules on collecting them, read “*More Secret Ingredients*” (page 56) and “*Difficult Secret Ingredients*” (page 36).

Creating Dishes

When your chef is at a cooking station in the outer ring, you can create the parts of a dish, called **dish aspects**. There are three types of dish aspects: **main aspects**, **side aspects**, and **plating aspects**. You'll find more details on these a little later.

To create one of these aspects, you'll do the following:

1. Decide if you're creating a new dish (main aspect) or adding to an existing dish (side or plating aspect). If a dish has a plating aspect, you can't add any more side aspects to it.
2. Pick a culinary approach: Sweet, Sour, Spicy, Cool, Savory, or Bitter. If you're adding this dish aspect to an existing dish, you can't pick the same flavor as any other dish aspect on it!

Hannah wants to make a Spicy main and a Cool side. She couldn't decide to make both a Cool main and a Cool side.

3. Pick a difficulty from Mediocre (+0) to Legendary (+8). If you create the aspect, it retains this difficulty as its **value**. If you're making a side or plating aspect, its difficulty can't be higher than the main aspect's value.

Hannah decides to create a SPICY XENO-CURRY main aspect against Superb (+5) difficulty. If she creates the aspect, it'll have Value:5.

4. Roll with your culinary approach against the chosen difficulty. If you succeed, you create the dish aspect with a free invoke. Name it, including its value and your approach. When creating a dish aspect, **you cannot succeed with style**. If you would, you just succeed, creating the aspect and giving it one free invoke, as normal. Likewise, you cannot add free invokes to a pre-existing dish aspect unless a rule or stunt allows it.

Hannah rolls to create the SPICY XENO-CURRY (VALUE:5) and gets a Legendary (+8) result. Because she can't succeed with style, she still creates the aspect, but it only gets one free invoke.

You can name your dishes anything you like. A COOL LIME SHERBET is mechanically identical to a COOL RADIOACTIVE GR'XERPAB SOUP—the differences are mostly cosmetic.

If you need ideas for dish names, combine a spacey adjective (page 56) with a dish or flavor (page 58).

WHY DOES THE VALUE OF A DISH ASPECT MATTER?

When it is time to judge a dish, its score depends on the total value of its aspects and the number of free invokes stacked on them.

During the judging round, Hannah's SPICY XENO-CURRY (VALUE:5) with one free invoke will get a starting score of 5.

However, during judgment you won't be invoking your dish aspects. Instead, free invokes on your dish aspects will contribute to your dish's score. Thus, it's a good strategy to use up most of your fate points during the cook-off to create a higher-scoring dish.



THE NATURAL FLAVOR—EMBRACING IT AND MASKING IT

When you make a dish aspect, you can give it any flavor you choose, regardless of the secret ingredient's natural flavor—you can either **embrace** it or **mask** it.

If you embrace it, you may invoke the secret ingredient to aid in creating this dish aspect, using any of its free invokes if you wish. If you do create the dish aspect, it'll include the natural flavor (and heaping portions) of the secret ingredient

Professor Norstar collects the secret ingredient BITTER DARK-MATTER CHOCOLATE with one free invoke. She attempts to use her Bitter approach to make a BITTER COCOA BABA GHANOUSH (VALUE:5), but only rolls an Average (+1) result, so she spends the free invoke on the secret ingredient to get +2 and then spends a fate point to invoke it for another +2.

If you mask it, you may **not** invoke the secret ingredient to help you create this dish aspect. If you want ingredients to invoke, you'll first have to create prep aspects at your station or go to the center zone and use the Larder-atron (page 22). If you do create the dish aspect, its name will include a flavor other than the secret ingredient's natural flavor. (Although, to fulfill the contest requirements, you include trace amounts of the secret ingredient, hidden amongst the strong seasonings and sauces.)

Leviathan Sami has collected the secret ingredient BITTER DARK-MATTER CHOCOLATE with one free invoke. She uses the Spicy approach with the chocolate in a SPICY ROBOCHICKEN MOLE (VALUE:5) dish, but because the dish is Spicy instead of Bitter, she can't invoke the secret ingredient to help with the mole. She'll have to save those invokes for another dish!

WHERE ARE THE OTHER INGREDIENTS COMING FROM?

The cooking stations in the ring are fully stocked with whatever minor ingredients the chefs will require to cook their dishes. You can grab these ingredients without using an action, but they aren't aspects, so you can't invoke them to help you cook your dishes like you can with secret ingredients. If you want more ingredients that you can invoke, you can spend time preparing prep aspects or pulling them from the Larder-atron.

Main Aspect

The main aspect is the bulk of the dish, such as the batter of a cake or the meat in a kabob. It is mandatory—a dish without one always gets zero points.

If the cook-off requirement is to make multiple dishes, then you will need to create a main aspect for each one.

Side Aspect

This dish aspect represents the side dishes, sauces, gravies, and additional ingredients used to contrast the main component.

Sami has a dish with a SPICY SAUTÉED SPACE LIZARD (VALUE:5) main aspect, to which she adds a SAVORY NEON-CHEESE SAUCE (VALUE:2) side aspect.

Side aspects are optional, and they cannot be added to a dish that already has a plating aspect.

A side aspect in a dish cannot have a higher value than its main aspect.

JUST FONDUE IT

GMs, if you wish, you may allow a chef to create a side aspect with a higher value than the main aspect of their dish, provided that they spend an exchange or fate point to switch them before judging begins—otherwise, the side aspect goes to waste.

After creating a ROBO-CHICKEN (VALUE:2) main aspect, Sami decides that she wants it to have a higher value. To do this, she creates a CHEESY SAUCE (VALUE:5) side aspect and spends a fate point to flip her main aspect and side aspect, ending up with a CHEESY FONDUE (VALUE:5) main aspect and a ROBO-CHICKEN (VALUE:2) side aspect.

Plating Aspect

This dish aspect represents how the chef plated the dish; this includes garnishes, beds of food, or even a flamboyant centerpiece, such as serving a creamy space-lobster thermidor sauté in an empty space-lobster shell.

A plating aspect is mandatory—a dish without one always gets zero points.

When you add a plating aspect to a dish, you can't give the dish any more side aspects.

A good way to name a plating aspect is to describe the minor ingredients, colors, garnishes, or shape of the finished product. The dish might be SERVED ATOP A SAVORY PYRAMID OF PURPLE PARSLEY or have a SWEET DUSTING OF GORGO-SUGAR AROUND THE RIM.

BULK PLATING

You can attempt to rapidly create several Value:0 plating aspects, each with a free invoke, in one exchange. To do this, roll against a difficulty equal to the number of plating aspects you're creating minus one.

Amanda had hoped to plate her three dishes one at a time to get more points, but she's nearly out of time, so she'll need to plate them all at once. She wants to create three Value:0 plating aspects, so she'll need to overcome Fair (+2) difficulty. She succeeds, so she adds a SAVORY QUASAR-PEANUT GARNISH (VALUE:0) plating aspect to her SPICY ROBOCHICKEN MOLE (VALUE:5) and other savory plating aspects to her remaining two dishes.

SUCCEEDING AT A COST

If you fail to create any plating aspects, you may always succeed at a cost to create Value:-1 plating aspects, up to the number you'd tried to create. This is it a good fallback if you need to plate in a hurry.

Creating Non-Dish Aspects

As normal, you can create advantages unrelated to your dishes, using either a culinary or reality approach. These situation aspects end when judging begins; they can't be served as a dish, nor can they boost a judge's roll.

Prep Aspects

A common non-dish aspect is the **prep aspect**, which represents your work in preparing yourself for making dishes. Some examples are SHARPENED KNIVES, SMOKING GRILL, and TENDERIZING WITH EXPLOSIVES.

Prep aspects can include rough food items, such as RAW CHOPPED VEGETABLES, but these are not dish aspects, so they can't be served as part of a dish.

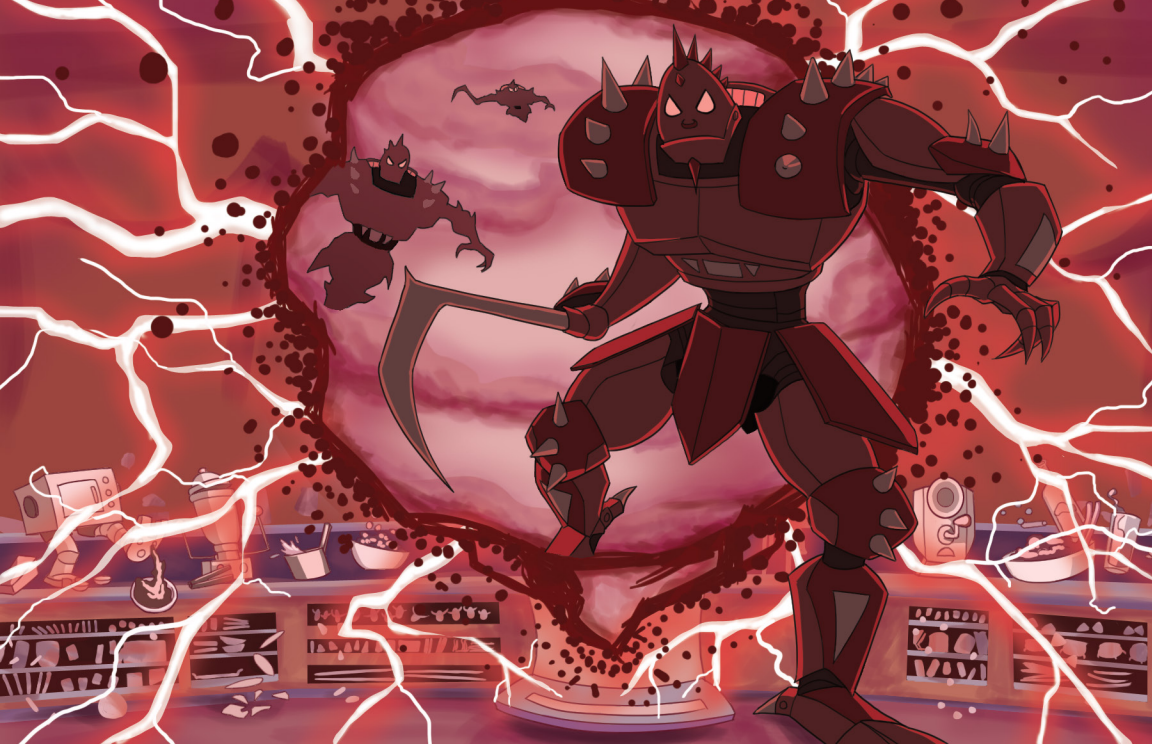
We recommend a difficulty of Average (+1) for creating the first prep aspect, and Fair (+2) for every prep aspect after.

The Larder-atron

Any chef in the center zone of Kitchen Arena may use the Larder-atron to teleport a prep aspect; doing this faces only Mediocre (+0) difficulty. However, when you create a Larder-atron ingredient, you must pick a specific flavor for the ingredient; like a secret ingredient, you cannot invoke this ingredient to help create a dish aspect with a different flavor.

WORM-BAIT

As a warning: being in the center zone during a final cook-off also leaves you open to attacks from the Cyberwurm (page 52).



Sabotage Aspects

These aspects represent underhanded tactics. You might destroy other chefs' prep work (BURNED YOUR CHOPPED VEGGIES), disrupt their appliances (BOOBY-TRAPPED OVEN), steal their utensils and knives, or smash their dishware. You may also attempt to place or discover aspects on your fellow chefs.

These aspects can be invoked against a chef whenever they are doing an appropriate action, including creating dish aspects. However, you cannot sabotage dish aspects after they're made.

Holly: It has always been the Chairwoman's belief that attacking other chefs is fair game, but dishes are to be considered sacrosanct. Anyone caught sabotaging an entrée would be immediately disqualified!

Dr. Durian: I'm sure we all remember the thirteenth season's semi-finale, in which Chef Retzlaff was charred to a crisp...but her gorillabear steaks were served a perfect medium rare, granting her a posthumous victory!



OOO, BURN!

Don't forget that *Uranium Chef* characters have conditions instead of stress. This means that a more direct way to give them negative aspects is simply to attack!



Attacking Contestants

During a competition, you can make physical or mental attacks against contestants in the same zone. You can only absorb shifts from attacks with conditions (page 11).

WHISKY BUSINESS

Chefs can make long-range attacks, but it should be more difficult with each zone (such as defender gains a +1 bonus per zone). This discourages chefs from camping in one place for the entire match.

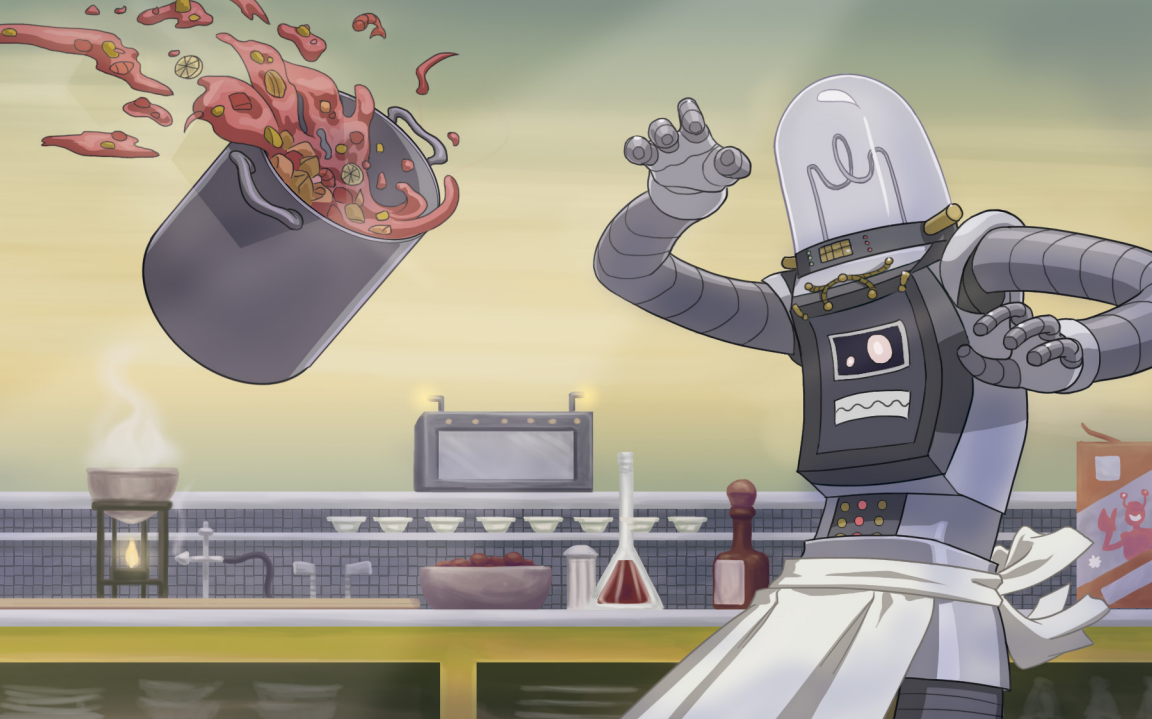
Characters cannot be taken out during a cook-off. If they would be taken out, they instead gain the HARMLESS aspect for the rest of the scene.

HARMLESS characters cannot attack, sabotage, or dish out other negative aspects to any other contestants. However, they can still build up defenses, and they can still cook!

If your character is HARMLESS but has completed their required dishes, you may choose to concede. Conceding removes your character from the rest of the cook-off, but does not affect how they are judged.

BLACK AND BLEU

GMs, in a campaign you may decide that a HARMLESS chef cannot win the current cook-off—the best they can score is second place. If so, only apply this penalty to challengers, not a mighty House Chef.



Wooing and Spying on Judges

Aside from dish aspects, there's only one other type of aspect you can use to influence your judges' scores: aspects discovered or placed on the judges themselves.

Once the judges have been announced, chefs in the center zone may try to **woo the judges**, discovering their aspects. If you succeed at wooing a judge, you'll first discover their **favorite flavor**; if you continue, you'll discover their **dislike**.

Aspects discovered on a judge may be invoked during judging to help a chef or to hurt their competitors. You may also attempt to place new aspects on judges, but this is more difficult. GMs, we recommend you make placing aspects two steps more difficult than discovering aspects.

If you're feeling underhanded and unwilling to wait until a judge is revealed, you may attempt to move outside the green room and discover the judges' aspects by **spying on the judges**. Spying is more difficult than wooing; GMs, we recommend you increase the difficulty by +2.

Judges cannot be wooed or spied on during quick-fire cook-offs.

WHAT'S BUBBLING UNDERNEATH

If you're playing a campaign, the judges also have secrets they're desperate to hide. If you can discover and threaten to expose a judge's secret, they'll vote however you want. These secrets aren't easy to find, though. You can't discover them during a cook-off; you'll have to go on a dangerous mission like breaking into the studio at night or infiltrating the judge's kitchen staff.

Judging

After the dishes are complete, the judges will taste them and award scores.

The same judge cannot judge multiple times in the same episode. Also, if the cook-off has only one secret ingredient, it can't have a judge whose favorite flavor is the secret ingredient's natural flavor.

GMs, you can choose the judges for a cook-off by rolling on the next table. If you roll an ineligible judge, just roll again. (Yes, we're asking you to roll a "regular" six-sided die here. You can do it!)

1d6 Roll	Judge
1	Doctor Durian
2	The Chairwoman
3	Hapax Legomenon
4	Araza Mangosteen
5	Morinda Jackfruit
6	Ziziphus 7

You'll find stats for the six premade judges, including the Chairwoman, on page 60. Of course, you can also create your own.

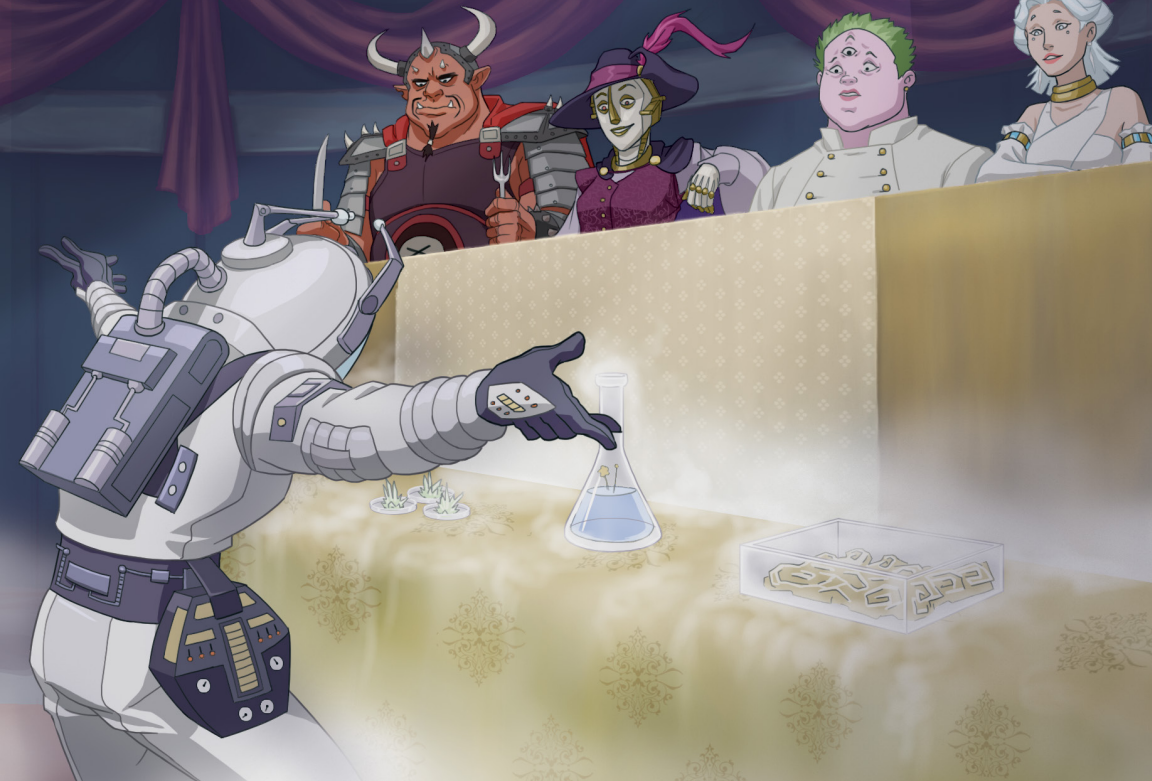
A judging scene is similar to a contest, described in *Fate Accelerated* (page 20). In each exchange, the judges taste and rank a **course**: one dish from every chef or team.

First, each player secretly writes down the dish or dishes their chef will present, and their order. Then, begin the judging! Here's how to calculate the judge's scores for a course in four steps. Repeat these steps for each chef.

- If there is only one course, victory goes to the chef with the highest score. For a tie, victory goes to the chef whose dish had the highest score at the end of step 1.
- If there are multiple courses, in each course the chef with the highest score gains a victory point. For a tie in a course, all tied chefs receive a victory point. Repeat the four steps for each course.

TALLY-HO!

There's a handy scoring sheet for judging in the back of this book.



Step 1: Present

Each chef presents their dish, describing their cooking process and philosophy. Tally up the value of the dish's main aspect, its plating aspect, and any side aspects:

- If a dish aspect has one free invoke, it is worth points equal to its value, whether positive or negative.
- Each dish aspect without a free invoke is worth no points.

For the first course, Marcon offers a dish with a **COOL CHEESY FONDUE** (VALUE:5) main aspect, along with a **SAVORY ROBO-CHICKEN** (VALUE:2) side aspect and a **SPICY MAGMANGO GARNISH** (VALUE:1) plating aspect. These aspects each have one free invoke, so they're worth their stated values. Added up, the dish grants 8 points.

In the rare case of a dish aspect with several free invokes, it is worth points equal to its value multiplied by the number of free invokes on it.

For the first course, Professor Norstar offers a dish with a **SAVORY ARGO-SALMON CEVICHE** (VALUE:6) main aspect with one free invoke. This dish also has the side aspect **COOL ZOOCUMBER DRESSING** (VALUE:2) with two free invokes ($2 \times 2 = 4$ points), which a stunt allowed her to create. Finally, the dish has a sloppy plating aspect of **SPICY PLATING** (VALUE:-1) with one free invoke. This makes the total 9 points.



Step 2: Impressions

To account for the judges' impressions of a course, the GM rolls four fate dice and adds the result to the total. GMs, you'll narrate the judges' opinions of each dish as they go.

Marcon's first dish has a total score of 8 points. The GM rolls four fate dice and gets a Terrible (-2) result, reducing the score to 6 points. The judges don't seem impressed!

Step 3: Influence

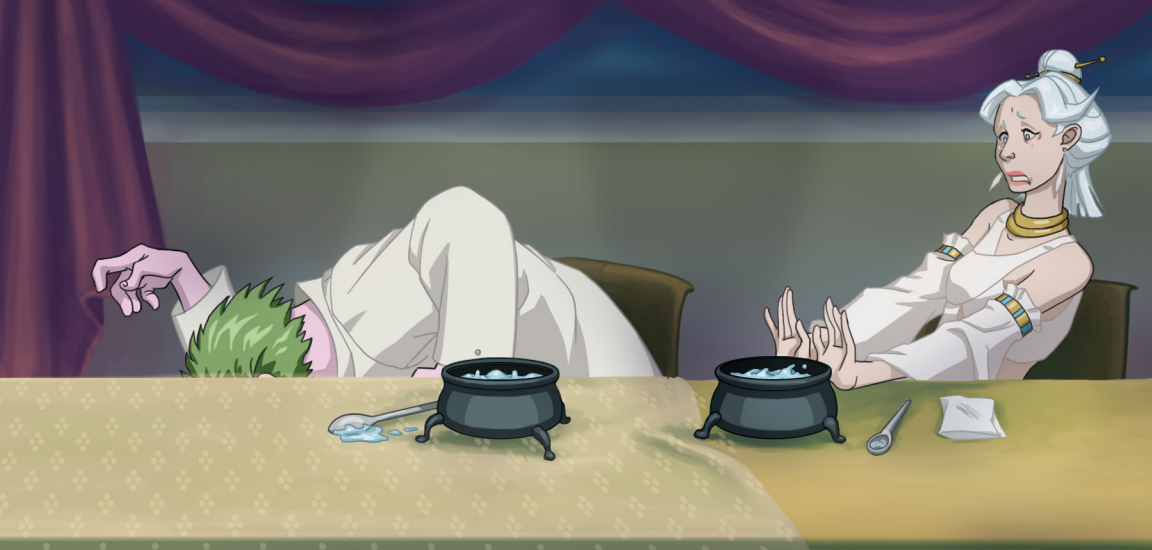
The contestants may now invoke aspects on the judges found by wooing or spying, such as their favorite flavor, increasing their dish's score by +2 points per invoke. Players, you cannot invoke other situation aspects or character aspects.

Likewise, GMs, you may invoke any of the judges' dislike aspects against a specific dish, reducing its score by -2 points per invoke. Every time an aspect is invoked against a player, they get a fate point after the judging is done.

During the cook-off, Marcon discovered that the one of the judges LOVES SPICY. Because he has a Spicy dish, Marcon can spend the aspect's free invoke and pay a fate point to invoke it a second time, increasing his score from 6 to 10. However, one of the judges doesn't like simple plating, so the GM invokes the judge's dislike aspect TOO PLAIN to reduce Marcon's score to 8 points.

JUST PLAIN OFFAL

GMs, during judgment, be sure to invoke the judges' dislikes for every dish that meets those criteria. This way, they're handing out lots of fate points, and they don't play favorites. Likewise, never invoke flavors to help a player.



Step 4: Score

Record the final score for each chef's dish. If a chef created a dish with a main aspect and plating aspect, then round up any score of 0 or lower to 1. If a chef's dish doesn't have both a main aspect and plating aspect, it gets an automatic 0.

If your or your team's dish or dishes have dish aspects of all six flavors, each of Value:1 or higher, you'll get an extra bonus: all of your dishes gain a +2 bonus to score. It pays to diversify!

NPC DISHES

GMs, you'll want to create dishes for each important NPC—such as the rival or a House Chef—one exchange at a time, just like the players will. For less-important NPC contestants, here's a quick way to generate scores for their dishes:

1. For each NPC, pick a different PC that they shadow; their dish starts with that same value as their host's dish, and the same flavors.
2. Reduce its value by -2, with another -2 penalty for each sabotage invoke placed on the chef during the competition. Later in the campaign, reduce its value by -1 instead, as the competition heats up.
3. Roll four fate dice and add the result to the score, plus any positive or negative invokes from the judges. Doing this means they'll most likely score beneath the PCs, but they'll have a chance of tying and a small chance of scoring higher.

TEAM SCORES

If chefs are cooking as a team, they gain victory points as a single force—it doesn't matter who cooked which dish.

Types of Cook-Offs

Quick-Fire Cook-Off

A quick-fire cook-off is a short cooking challenge, usually lasting only three to eight exchanges.

Quick-fires often have only one judge and require only one dish.

The winner of a quick-fire cook-off receives a popularity aspect with one invoke. They may also get other benefits, such as the first pick of ingredient or teammate for the final cook-off.

After giving out these rewards, erase any victory points gained during the quick-fire. They don't change the chefs' overall rankings.



Final Cook-Off

The final cook-off is the last competition in any given episode. It often involves multiple dishes, and the chefs' scores affect their rankings for the season. The final cook-off works like a normal cook-off with a few additions:

- You must avoid the House Hazards.
- You may also be competing with a House Chef and their sous-bots.
- There will be three judges, who can be wooed or spied upon.
- Halfway through the cook-off, a **twist** will be introduced.

THE HOUSE HAZARDS

The arena is filled with cybernetic threats that pop up out of the floor and ceiling. They are mooks, as described in *Fate Accelerated* (page 38), but they are also aspects that anyone can invoke.

The Chairwoman is known to have a variety of hazards at her disposal, but her three favorites are the Cyberwurm, the Robo-bonobos, and the Pyscreech Owl (pages 52–53).

THE HOUSE CHEF

The Chairwoman may decide to add one of her House Chefs to a final cook-off, though she doesn't do this every battle, maybe two times out of three. Like with any video-game boss, you'll never see the same House Chef twice, and the Chairwoman will always save the Uranium Chef for the last cook-off of the season.

You'll find rules for the Promethium Chef and sous-bots on pages 50-51. For ideas on the other House Chefs, read page 38.

THE TWIST

Approximately halfway through the match, such as the exchange after the judges are introduced, the Chairwoman will introduce a twist.

The twist might be an obstacle for everyone, which is best represented with a situation aspect. Some examples might be **THE LIGHTS ARE TURNED OFF**, the chefs have **NO UTENSILS AT HAND**, or the studio temperature is raised until all of the plated dishes get **DRIED OUT**.

The twist might otherwise add a requirement or objective. For example, the chefs might have to make an extra dish, or must collect and cook another secret ingredient.

You'll find the twist used in the adventure on page 54. For more ideas for twists, read page 35.

THE RANKING

After calculating the victory points for the final cook-off, rank the contestants from most victory points to least.

This episode's winner is the contestant with the highest ranking.

This episode's loser is contestant with the lowest ranking.

If there's a tie, the tied contestants must go against each other in a **final face-off**. During a team challenge, everyone on a team will end with the same number of victory points, so they'll go into a final face-off.

FINAL FACE-OFF

In the **final face-off**, tied contestants must go before the judges and say why their contributions to the dishes were more impressive.

This face-off uses the normal face-off rules, but it can't be avoided and participating chefs may invoke any popularity aspects they have accumulated. Adjust the ranking based on which chef won the final face-off.

SERVICE WITH A SMILE

All of those popularity aspects you've been stockpiling? Here's when they finally pay off!

If there's a tie, the GM introduces an unexpected twist—such as having the viewers vote, or putting the tied contestants into full-contact conflict—and the contestants do another face-off.

BLOOD AND GOURMET

If your group is feeling particularly confrontational, you can handle the final face-off as a conflict. This will likely count as a mental conflict as you throw each under the food truck, unless the judges are bloodthirsty enough to demand a physical brawl!

Team Super-Gyros and Team Dice-N-Slice have three members each, and Super-Gyros beats Dice-N-Slice. All members of Super-Gyros start equal, with more points than Dice-N-Slice; all members of Dice-N-Slice start equal, with fewer points than Super-Gyros. In the final face-off, the Super-Gyros chefs will compete for 1st, 2nd, and 3rd place, while the Dice-N-Slice chefs will compete for 4th, 5th, and 6th place.

SEASON POINTS

Depending on how well the chefs ranked, they gain **season points**, which carry over from episode to episode until the season ends.

	Number of Contestants				
Ranking	2	3	4	5	6+
<i>First</i>	1	2	3	4	5
<i>Second</i>	0	1	2	3	4
<i>Third</i>	—	0	1	2	3
<i>Fourth</i>	—	—	0	1	2
<i>Fifth</i>	—	—	—	0	1
<i>Sixth+</i>	—	—	—	—	1*
<i>Last</i>	0	0	0	0	0

*With six or more contestants, any chef that ranks fifth or worse receives one season point, except for the last-place contestant, who always receives no points.

THE SEASON

What follows are general tips for running a campaign—or, as we call it, a **season**—and its culmination: the finale (page 38).

Keeping It Fresh

As we discussed in “*A Recipe for a Show*” (page 12), showrunners love a good formula. That standard format is great for future episodes, but if you want to add some theme and variety, this section will tell you how.

Here are a few ways to keep the competition interesting:

- **Make ’em Dance:** Force the contestants through non-cooking quick-fire challenges. Put them through an obstacle course; drop them on a jungle planet with treasure maps. For inspiration, look up other reality shows or Japanese game shows. This is a great opportunity to showcase reality approaches that aren’t getting a lot of use.
- **Make It Personal:** A chef cooking alone is just rolling dice. The joy comes from the friction of enemies working together and the shock of teammates throwing you under the spacebus. To encourage this in campaigns, we recommend giving the PCs a connection aspect, which describes their strong emotions toward another contestant.
- **Break Up the Band:** If contestants are getting too chummy, force them to work against each other. Maybe a contestant is elevated to House Chef for a match, and is forced to beat and sabotage their friends.
- **Cut It Short:** Not every episode requires a quick-fire. You can skip it once in a while, which lets you do two or more episodes in one session.
- **Stretch It Out:** If there’s a particularly long challenge, split it over two “days.” Give the chefs a chance to go back to the Suites for more interaction scenes, letting them fume and feud.
- **Double or Nothing:** You can run special episodes that give the chefs different amounts of season points than in regular episodes—that is, change how much they increase in the ranking. This is particularly important for the semi-finals, because it lets trailing chefs pull ahead.



Time Crunch

You can change things up by giving the chefs different numbers of required dishes and exchanges to make them. The following table gives the recommended numbers of exchanges, based on a single chef making various numbers of dishes.

When doing team challenges, halve or trisect the number of exchanges as necessary; likewise, increase the number of exchanges if you're planning a really nasty twist.

Required Dishes	Min. Exchanges	Max. Exchanges
1	3	7
2	8	12
3	13	17
4	18	22
5	23	27
6	28	32
7+	+5	+5



Twists and Challenges

Here are some variations that you can add at the beginning of a cook-off or as a twist halfway through.

- **Bait and Switch:** The night before the final cook-off, have the contestants write down their menu. The next day, the contestants will trade lists and cook each other's menus. They can change half of the flavors, but cannot alter the dish names.
- **Mix and Match:** Have the chefs start with one partner, and then force them to switch teammates partway through. If two contestants worked on a dish together, they must bid on them to see who gets what.
- **Keep Away:** Deprive the chefs of something they're used to having. For inspiration, see if a chef has an immunity stunt they haven't used yet. This limitation might include:
 - Pantry—limit the number of flavors; make them deconstruct old dishes for materials
 - Kitchen equipment (build a fire!)
 - Utensils
 - Essentials—light, gravity, oxygen
- **Exotic:** Have the chefs cook in strange locations, like in a school cafeteria, an active volcano, and/or the void of space.
- **Sour Grapes:** Auction off sabotage situation aspects; for ideas, see the show *Cutthroat Kitchen*.
- **Shopping Trip:** The contestants must buy all of their ingredients. The items range from cheap (costs little, tastes bad) to expensive (high cost, tastes amazing).
- **Restaurant Wars:** A staple on reality cooking game shows. This is a great team challenge, in which the contestants take over a restaurant for a night. Half of the cooking is done on day one. On day two, some chefs finish the dishes, working the back of the restaurant, while the other chefs woo and wait on the customers in the front of the house.
- **Food Truck Wars:** Similar to Restaurant Wars, but with smaller teams and in smaller kitchens. The cooks must make tasty food fast and entice people over to their truck (by any means necessary).

DOUGH, BREAD, LETTUCE

Some of these twists allow the participants to buy or bid on things. For these challenges, give the chefs a stress track to represent their money, with either increasing values (1, 2, 3...), like in *Fate Core*, or with only 1-stress boxes. Any money that's not spent is pure profit for the chef, making them more popular; unspent stress may be invoked for its value during the final face-off. For example, a 1-stress box might grant a +1 popularity bonus. If a character is particularly greedy or reckless, they might be compelled to bid less or far more than others. Chefs with a full stress track can also **bid their last dollar**, eating up one of their conditions.

Difficult Secret Ingredients

Some ingredients aren't so easily collected. Here are some options for tougher ingredients:

- **Thick Shell:** The ingredient provides Good (+3) passive opposition.
- **Wiggly:** Instead of offering passive opposition, the ingredient provides active opposition.
- **Boss Monster:** The ingredient is a massive monster, with many conditions, that the cooks must subdue together. Once the monster is defeated, any chef that dealt it a condition gains an ingredient aspect with two free invokes; everyone else must take time to scavenge what's left.
- **Hazardous:** The ingredient is poisonous, venomous, radioactive, or endowed with some other dangerous quality. If you fail on a roll to collect the ingredient, you suffer a condition.
- **Fragile:** The ingredient is as delicate as a snowflake. If you secure an ingredient aspect from it, but suffer a condition before your next turn, you lose the ingredient aspect.
- **Hidden Impurity:** Collecting the ingredient requires a specific approach; however, the ingredient comes with a second, hidden aspect—such as FISHY, OILY, GAMY, or TOXIC—that requires a different reality approach to remove.

Cook-Off Objectives

You may request that the chefs fulfill a specific objective, and should they fail, they get the aspect DIDN'T MEET THE REQUIREMENTS with a free invoke against them.

For example, for a six-dish meal, an objective might be to include a specific flavor in every dish:

	Flavor	Dish Type
Dish 1	Sour	Appetizer / Amuse-bouche
Dish 2	Bitter	Salad
Dish 3	Spicy	Soup
Dish 4	Cool	Entrée
Dish 5	Savory	Main Course
Dish 6	Sweet	Dessert

Here are some other ideas:

- Make a dish with all six flavors
- Make a dish with two opposite flavors, like Bitter and Sweet
- Make two dishes without repeating any flavors
- Make a dish using a new, seventh flavor, which each contestant has at Mediocre (+0)
- Chefs cannot use their lead culinary approach
- Chefs cannot create dish aspects with Value:2 or less

Plot Seeds

If your group is craving more plot, here are some recommended plot seeds.

- **Fingers in the Pot:** You forget your lucky cap in the kitchen after washing up. You sneak back into the studio as the building is closing down. From one of the boardrooms you hear the Chairwoman's voice, in the middle of a conference call. "Of course Marcon will make it to the final round," she says, "His spin-off show is already in the fall lineup. You'll have to tell him to dial back on the cheating, though; we keep accidentally catching him on camera. We can only edit it out so much, we're not space wizards!" From the other end of the call, you hear a menacing gurgle—she's talking to the otherworldly Execproducatron, and they...or it...is pleased!
- **Jump the Shark:** This season's ratings have slumped, and the Execproducatron is desperate to boost viewership. They replace the Chairwoman with the unfeeling Chairminator, move the show to a space station, and raise the stakes—the lowest-scoring contestant in each episode is eliminated from the show. Oh yeah, and losers are eliminated in a horrific way, such as being flushed out of the airlock or served as an ingredient (guess you should have read the waiver more closely). Will the contestants band together for mutual protection, or throw each other to the Umdaarian lazer-wolves?
- **In a Pickle:** You're a contestant that owes money to the Space Mafia, and they're not waiting until the end of the competition to collect! If you want to buy yourself time, you'll have to spend your nights fighting for them in illegal pro cooking contests, where there are no referees!
- **Mongongo's Next Top Star:** The producers aren't just looking for a chef; they're scouting for a star for their next cooking show. Contestants will have to have to juggle both cooking competitions and screen tests if they're to make it to the top.

Eliminating Players

Instead of giving zero season points to the lowest-ranking contestant, you can eliminate them from the show completely.

This rule is not for all groups, but might be fun if you packed your show with lots of extra NPC chefs. It also raises the stakes considerably.

Players, if your character has been eliminated, you've got a few options:

- Take over playing an NPC contestant.
- Wait for a redemption episode, in which eliminated contestants can compete for the chance to rejoin the competition.
- Become a sous chef for another chef. You'll become a tag team, with the competing chef tagging you in during one or more exchanges. If you do this, all other chefs are rewarded with +1 refresh and a sous-bot.

If you receive a sous-bot, pick its lead approach at Good (+3). You may tag in a sous-bot for one exchange, once per cook-off.

JAM TOGETHER

GMs, you can herd all of the PC sous chefs onto one team and all of the NPC sous chefs on to another team, turning them into two warring clans. It's friendlier, but more predictable.



Road to the Finals

Every one or two episodes, the contestants will likely face another House Chef. Here are a few suggestions:

- **Radon Chef:** The Ghostly Master of Aroma
- **Thorium Chef:** The Viking Master of Lightning-Fast Dishes (perfect for a Food Truck contest)
- **Radium Chef:** The Hot-and-Cold Master of Gastrochemistry
- **Actinium Chef and Protactinium Chef:** Tag-Team Masters of the Front and Back of House (perfect for a Restaurant Wars contest)

The Finale

The season ends with a final showdown against the Uranium Chef itself.

It could be a free-for-all, in which the top two to four contestants must fight each other and the Uranium Chef.

Otherwise, it could be a one-on-one, in which the top contestant—either alone or with the support of a team—faces the Uranium Chef. This works well if you've been turning eliminated players into sous chefs (page 37).

The final match is always a live broadcast, due to the frequent, heavy gambling involved.

The Uranium Chef

ASPECTS

High Concept: FUSION-POWERED ROBOT CHEF

Aspects: I AM THE BEST; I HAVE NO FUNCTION BUT TO COOK; BUILT LIKE A TANK

Hidden Aspect: WHAT VOICES ARE STIRRING IN ITS METAL HEAD?

REALITY APPROACHES

Aggressive: Fantastic (+6)

Flashy: Superb (+5)

Careful: Fair (+2)

Quick: Superb (+5)

Clever: Superb (+5)

Sneaky: Fair (+2)

CULINARY APPROACHES

Bitter: Superb (+5)

Spicy: Superb (+5)

Cool: Superb (+5)

Sour: Superb (+5)

Savory: Superb (+5)

Sweet: Fair (+2)

STUNTS

Walking Kitchen: The Uranium Chef is equipped with every utensil and appliance; it ignores all penalties related to losing kitchen equipment.

Inside Intel: The Uranium Chef “just happens” to be prepared for whatever Kitchen Arena throws at it. The Chef gains +2 to any approach when collecting a secret ingredient or overcoming a hazard created by the producers. It may use this stunt any number of times.

House Hazards: The Uranium Chef uses the same rules for the House Hazards and sous-bots as the Promethium Chef (page 50).

Unbeatable: Even if a House Chef has been rendered HARMLESS, it always has a chance of winning the cook-off.

CONDITIONS

1 STRAINED (fleeting)

1 SCRAMBLED (fleeting)

2 DRAINED (sticky)

2 BEATEN (sticky)

4 4 BURNED (lasting)

4 4 CHOPPED (lasting)

OUT OF THE FRYING PAN

Out of the Frying Pan is a sample adventure you can run with your group. It can be used in a campaign as episode 1, or as a self-contained adventure lasting one long session or two short ones.

After the players are familiar with the approaches used in *Uranium Chef*, they will pick characters from page 63 or create their own.

Next, GM and players, you will create or pick at least one NPC contestant; the combined number of PC and NPC contestants must be an even number from four to ten. These NPCs can be played by the GM or a player.

SPOILER ALERT

You'll need an even number of contestants because they will later be broken into two equal groups.

As in every *Uranium Chef* adventure or campaign, be sure to create at least one rival (page 5).

Scene One—Got Game?

You feel groggy as you come out of hypersleep; even frequent intergalactic travelers find the transition rough. The overhead speakers echo the strange clicking of an alien tongue. Seconds later, the Xegolite-brand universal translator stapled to the base of your skull does its work, deciphering the clicks into familiar words. Out of the porthole window, you can see your craft breaking through the lavender clouds. Below you is a bustling city stretching across the entire planet. Welcome to Khulinari 5.

As you walk through the spaceport, you are greeted by a hovering cambot, bearing the Mongongo broadcasting logo. The mechanical voice of the cambot greets you cheerily by name. "Welcome, contestant, to Khulinari 5! Please, tell us, why do you have what it takes to beat the undefeated Uranium Chef?"

This is the players' chance to make their opening remarks (page 13). GMs, if needed, educate the group about popularity aspects.

Scene Two—Suites to the Sweet

After the opening remarks, a hover bus is waiting at the spaceport to take you to your apartments. Holly Go-Light-Wave, the show's holographic director and host, is there to greet you. She already knows each of you by name.

“WELCOME, NEW CONTESTANTS! I'm Holly Go-Light-Wave, your official talent coordinator. I'm also Uranium Chef's co-host, director, editor, publicist, costumer, and cast liaison...being a holographic lifeform capable of inhabiting several places at once has its advantages!

“We hope you enjoyed your journey here, courtesy of Xegolite Interspace Travel—Xegolite Travels: in space, no one can hear you scream...for joy! You'll be spending the next few months on the planet Khulinari 5 in our comfortably furnished apartments...we call them the Suites! However, we have a lot of contestants this year, so there will be two or three contestants to a room—we hope you and your roommate will get along, with only a moderate amount of entertaining drama. And we assure you, while all of the bedrooms and the shared living room are monitored by hidden cameras and microphones, there are no recording devices in the washrooms, giving you all the privacy you need!

“In an hour, we'll be taking you to the studio for shooting. In the meantime, explore the Suites, find your room, and freshen up from your trip, okay? Okay!”

Living Room / Kitchen

Aspects: RELAX, AND LET YOUR GUARD DOWN; HIDDEN CAMERAS EVERYWHERE

The Suites have a shared living room and kitchen, which are connected. This communal area leads to the front door, and to all of the bedrooms.

Bedrooms

Aspects: TOO SMALL FOR COMFORT; SAFE ZONE; HIDDEN CAMERAS EVERYWHERE

Each bedroom houses two or three contestants; each contestant has a dresser, a closet, and a bed that is calibrated to their size and weight.

GMs, sort out which contestants will be in which room. Each contestant will have a moment to attempt to interact with their roommate.

STIR THE POT

GMs, this is an ideal time to compel each pair of contestants into a face-off (page 14); maybe they're fighting over the first pick of beds or for the sole hot shower. If a contestant fails, you may also compel them into a confessional.

Bathrooms

Aspects: NO CAMERAS IN HERE; WHY IS IT ALWAYS A MESS?! ; THERE CAN BE ONLY ONE...HOT SHOWER

Each bathroom is connected to two neighboring bedrooms.

Scene Three—Free Range of the Studio

As Holly guides you to the shuttles, she shares:

“Every morning, you will be shuttled to Mongongo Broadcasting Studios. You’ll be spending most of your time in the state-of-the-art culinary studio, Kitchen Arena, but don’t be surprised if we visit a few other locations; you might be whisked to one of Khulinari 5’s world-class restaurants for inspiration, or make a guest appearance on another Mongongo game show! Wow!”

You arrive at the studios and are given ID bracelets by security. You are escorted past other studios, including Chef Vixnew’s cooking show and the radical game show Quantum Shock. Finally you arrive at Kitchen Arena.

Even though you can see the hanging lights and the ugly camera cables, it is no less impressive. The place has a weight to it, and the cries of victory and defeat still echo in the large chamber. Holly continues her tour.

“Prepping the studio can take a bit of time, so contestants may be asked to wait in the green room before and in between cook-offs. While you’re there, kick back and enjoy a refreshing Sloopnar Soda—Sloopnar, a taste you won’t forget!

“You’ll soon have the honor of meeting Chairwoman Maalu Miris, universally famous gourmand and octogintillionaire. She’s the host of Uranium Chef, but also the producer and creator, so make sure you show her proper respect! The Chairwoman is very well connected, and it’s because of her that we are able to pull in such world-class chefs to be our guest judges every contest.”

Contestants should spend this time getting acquainted with the arena layout.

Kitchen Arena

Kitchen Arena is split into two main areas: the ring and the center. The ring is divided into individual cooking stations, one for each chef. To the side are the green room and the Grand Entrance, both of which have doors to Kitchen Arena.

THE GREEN ROOM

Aspects: HEAVY, COMFORTABLE FURNITURE; LOW-TECH LOCKS

This is where the contestants hang about between competitions. Once filming starts, it is locked to the contestants, and the judges wait here in secrecy until they are announced.

THE WRITING ON THE WALL

On the back of a studio flat, hidden in the corner, you can see a message hastily carved into the wood.

“DON’T ASK ABOUT EXECPRODUCATRON— THEY’RE NOT—”

The message is ends abruptly with a long gash that stretches to the floor. The wood is stained with a splatter of some dark substance.

THE RING OF STATIONS

Aspects: EVERY APPLIANCE AND TOOL YOU NEED; STURDY COUNTERS

At the start of any cook-off, the ring is divided into zones, one for each team or contestant. Each zone has its own functional cooking station.

Each station is equipped with every possible cooking vessel (pots, pans, baking sheets, trays), utensil (mallets, knives, melon ballers), and appliance (stoves, ovens, deep fryers, absolute-zero blast chillers, ice-cream machines), all supplied by Xegolite Corporation.

Holly: No Uranium Chef station would be complete without a Xegolite Temporal Cooker, which accelerates the age of any dish; you can have your dough rise in seconds instead of hours, or ferment a ten-year malt scotch in minutes! Whether you're pickling Cthlonian kimchi or curing century-eggs, the Xegolite Temporal Cooker saves time—literally!

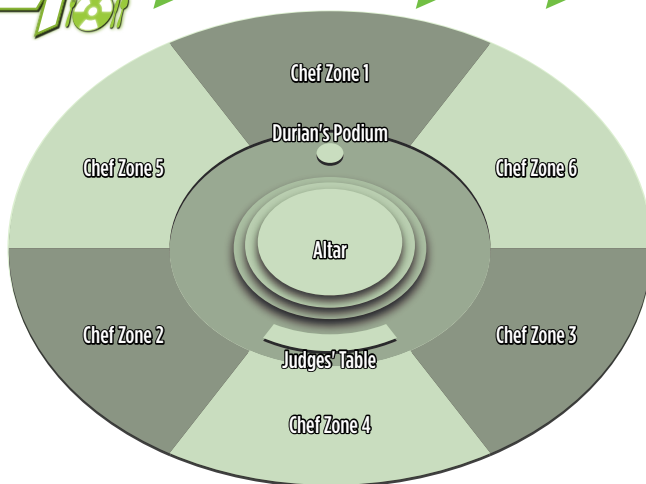


THE CENTER ZONE

Aspects: EXPOSED ON ALL SIDES; AWAY FROM YOUR DISHES

The center zone is in the middle of the studio, and contains a short platform. Upon it are the judges' table, a podium for the announcer, Dr. Durian, and the altar. Every cook-off, the secret theme ingredient is placed upon the altar; this makes the center a warzone, as chefs rush in to collect it. The center also contains the Larder-atron, a small telepad that can dispense most any raw ingredient or cooking component a cook would need: from soup stock to raw vegetables to Argontian cooking wine.

URANIUM CHEF KITCHEN ARENA



Scene Four—Proof in the Pudding

As you approach the center, you notice that on the center of the stage is a large altar, covered by a purple silk sheet. Chairwoman Maalu Miris stands next to it, her steely gaze sizing you up. The lights overhead flood your eyes. The cameras roll. The show has started.

“Welcome, chefs, to Kitchen Arena. You have been brought here because you are the best culinary masters in the entire universe.

“Today, you will participate in a quick-fire challenge: you will make a single dish, which we will judge. Tomorrow, you will compete in a full cook-off competition, during which you will make several dishes.

“Competition will be fierce. Keep your utensils close, or others will take them from you. Physical contact is not only allowed, it is encouraged. Bones will be broken. Skin will be burned. If your blood should flow, I recommend you keep it out of your dish—it might spoil the flavor. You may interrupt your opponents as they cook all you want, but I do have one restriction: sabotaging the finished work of another is strictly forbidden. Anyone caught breaking this rule will be removed from the competition.

“At the end of every episode, your dishes will be judged by our special guests. Depending on how well you do, your ranking will rise or fall at the end of every episode. After the semi-finals, only the chef with the highest ranking will go on to the final match. They will have the honor of competing against the ultimate chef...my robotic Uranium Chef. It has never been beaten. Will you be the first to best it? I look forward to seeing you try.”

The Chairwoman continues: “In this competition, you will be under a lot of pressure. Each of you put on a tough face, but under enough force, even the toughest shell can crack. This, of course, has inspired our first quick-fire contest!”

The Chairwoman removes the sheet; atop the altar is a cage filled with Vbothian SugarSnails: basketball-sized, sweet-tasting mollusks with rock-hard shells.

“Your challenge: make a **dessert** that includes the Vbothian SugarSnails. You have only four temporal units. Begin!”



Dr. Durian: After the debacle that was the Season 5 Showdown, the judges ruled that the time limit was set by the standard perception of the scorekeeper, not the relativistic time as perceived by the chef; thus, a chef traveling close to light speed will not be allotted extra time to complete their dishes!

The Chairwoman's stats are on page 61.



Cook-Off—Quick-Fire

This is a quick-fire cook-off. For rules on cook-offs, see page 16. For rules on quick-fires, see page 30.

Requirement: The contestants have four exchanges to collect the secret ingredient and create at least one dish, with at least a main and a plating aspect.

Objective: The dish must have a Sweet dish aspect of some type. If a contestant's dish has no Sweet aspects, they will be punished with the aspect DOESN'T SEEM LIKE A DESSERT with one free invoke against them.

ORDER UP

GMs, if you are controlling the rival for this first quick-fire, we recommend you always go first, to show the players how it's done.

Vbothian SugarSnails

Aspects: ROCK-HARD SUGAR-COATED SHELL; SQUISHY, GOOEY BODY

Natural Flavor: SWEET

Difficulty: Average (+1)

Scene Five—On the Scales

After the four temporal units are over and the buzzer sounds, the Chairwoman presents the judge: it is the show's announcer, Dr. Durian (page 60). For rules on judging, see page 26.

After critiquing each dish, Dr. Durian announces the winner of the quick-fire challenge. The winner receives a free popularity aspect.

SPILLED MILK

Don't forget to compel any losing chefs into a confessional (page 14)!



Scene Six—Can’t Spell “Team” Without “Meat”

After the quick-fire, Holly Go-Light-Wave announces the next challenge: “Chefs, if you’re going to make a name for yourself, you will have to go big or go home. We’re asking each chef to create a full five-course meal. Luckily, you will have some help...from each other. You will be cooking the next challenge in teams.”

The Chairwoman explains, “You will compete with the other teams, but not with your teammates. If your team makes the best dishes, all of your rankings will improve. If your team comes in last, your score will suffer. Rest well, and plan for the ordeal ahead.”

The contestants are sent back to the Suites for the night. Once there, they are encouraged to use this time to do two things: plan dishes and interact.

Sort the contestants into two equal teams. GMs, you can pick the teams or let the two highest scorers from the quick-fire draft their teams.

GIVE IT LEGS

If you’re crunched for time, you might want to put all of the PCs on one team.

Plan Dishes

Teammates can discuss what five dishes they would like to create, based on the flavors they can expect and the time they’ll have.

Each team must create five dishes. They will have to collect at least two secret ingredients with different flavors. The possible flavors are Bitter, Cool, Savory, Sour, and Spicy—everything but Sweet.

FULL FLAVOR

Remind the players that they’ll get a bonus if they cook with all six flavors!

This cook-off will last the following number of exchanges:

Team Size	Time
2 chefs	15 exchanges
3 chefs	10 exchanges
4 chefs	8 exchanges
5 chefs	6 exchanges
6 chefs	5 exchanges

Interact

In the Suites, give each chef time to attempt one goal. This goal could be a simple, one-exchange action (building a rapport with their new partner, recovering a condition with medicine) or a multi-part challenge (booby-trapping a fellow contestant’s toothpaste). Alternatively, you can compel two or more chefs into a face-off.

Scene Seven—Battle Surf & Turf

After breakfast, the contestants are brought to the studio. They'll be asked to wait in the green room until filming is ready; this is their last chance to make plans, talk to the director or producer, or try to sneak a peek at the judges (the producers really don't like that).

Once the studio is set, the contestants will enter through the Grand Entrance; cue dramatic lighting, smoke machines, and powerful music. Both Holly Go-Light-Wave and the Chairwoman appear on the center stage in a fireball—your entrance was good; hers was better. Upon the altar are several colossal shapes, hidden under green and blue silk sheets.

The Chairwoman greets you coolly. "Good morning, contestants. Today, you will be demonstrating your range. Not only will you have to tantalize our taste buds with five unique dishes, but you will be expected to cook with at least two secret ingredients. Your team must prove that you are the masters of...surf and turf!"

The Chairwoman pulls back the silk sheets: underneath are cages and tanks, filled with snorting behemoths and sloshing leviathans.

She starts to turn, and then adds with a smile, "One last thing. As you know, if Team A wins, they will advance in the ranking. If Team B wins, they will advance. However, I'm also adding one last twist.

"You will also be competing with one of my House Chefs. If my chef wins, none of you will advance in the ranking... I might just throw you all out of the competition, and start afresh with a new group of contestants. Today, you will have to beat—my **Promethium Chef!**"

The Promethium Chef teleports into the arena; it is a massive figure that dwarfs the others on stage. It has the body of a gruff space troll, but large portions of its skull and arms have been augmented with cybernetic enhancements. It snorts at the air and declares how it intends to crush and roast its opponents.

The Chairwoman yells out, "Ready or not, your time begins now. *Commencez à créer!*"

For rules on cook-offs, see page 16. For rules on final cook-offs, see page 31.

Requirement: Each team must collect at least one surf secret ingredient and one turf secret ingredient, and create five dishes within the allotted time.

UDDER MADNESS

If you want to add even more difficult objectives, see page 36.

Objective: Each team must create one dish that includes the natural flavor of their surf animal, and a second dish that includes the natural flavor of their turf animal. The natural flavors of the secret ingredients do not have to be included in the dishes' main aspects. If a team fails to do so, the team gains the aspect DOESN'T FEEL LIKE SURF AND TURF with one free invoke.



Secret Ingredients: These animals are NPCs with the following stats.

Surf Monsters: Krabbadger, Jellyshark, Algaegator

ASPECTS

WET AND WILD; SLIPPERY, SLY MONSTERS

NATURAL FLAVORS

Krabbadger: Cool

Jellyshark: Sour

Algaegator: Bitter

ABILITIES

Skilled (+2) at: Pinching, ensnaring, wriggling

Bad (-2) at: Anything on dry land, complex thinking

CONDITIONS

1 SCRAMBLED (fleeting)

Turf Monsters: Black Hole Mamba, Chlororam, Razorphant

ASPECTS

MAD AND STUBBORN; BIG AND HEAVY

NATURAL FLAVORS

B.H. Mamba: Spicy

Chlororam: Bitter

Razorphant: Savory

ABILITIES

Skilled (+2) at: Biting, kicking and knocking things over

Bad (-2) at: Resisting taunts, complex thinking

CONDITIONS

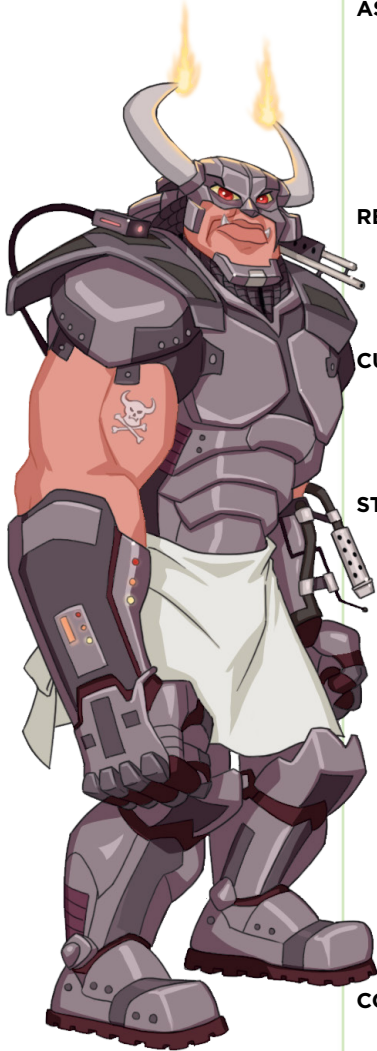
1 SCRAMBLED (fleeting)

The House Team

The House Team consists of the House Chef, its sous-bots, and the House Hazards.

THE PROMETHIUM CHEF

The fiery, savage cyborg chef. At one point, it was a space troll; like most House Chefs, it is now more machine than flesh.



The Promethium Chef

ASPECTS

High Concept: CYBORG SPACE-TROLL BARBECUER

Carrot: I WANT TO SMASH!

On-Air Persona: I PLAY THE BULLY

Other Aspects: LARGE, IN CHARGE; ACTIONS SPEAK LOUDER THAN WORDS

REALITY APPROACHES

Aggressive: Great (+4)

Careful: Mediocre (+0)

Clever: Fair (+2)

Flashy: Good (+3)

Quick: Good (+3)

Sneaky: Fair (+2)

CULINARY APPROACHES

Bitter: Fair (+2)

Cool: Mediocre (+0)

Savory: Great (+4)

Spicy: Good (+3)

Sour: Fair (+2)

Sweet: Good (+3)

STUNTS

Chop It Down: When collecting an ingredient, I can gain +2 to Aggressive to my overcome or attack roll. Can be used once per scene or cook-off.

Flame Hand: Because I have a flamethrower attachment, I never need a stove or heat source.

Unbeatable: Even if a House Chef has been rendered Harmless, it always has a chance of winning the cook-off.

Hazard Master: Using an action, a House Chef may summon a hazard and take an action through it, or act through a hazard that is already summoned.

Sous-Bots: During team cook-offs, a House Chef starts with sous-bots equal in number to the number of chefs on a team minus one.

CONDITIONS

1 STRAINED (fleeting)

1 SCRAMBLED (fleeting)

2 DRAINED (sticky)

2 BEATEN (sticky)

HELPING HAND

Don't forget that a sous-bot may provide the teamwork bonus, as in *Fate Core* (page 174), spending its turn to give the House Chef a +1 bonus to any of its rolls. GMs, this'll let you go through the House Team more quickly.

Sous-Bot

ASPECTS

High Concept: PROGRAMMABLE CHEF ROBOT

ABILITIES

Skilled (+2) at: Attacking secret ingredients, prepping or securing ingredients, making or plating dishes in any flavor, getting back on its feet

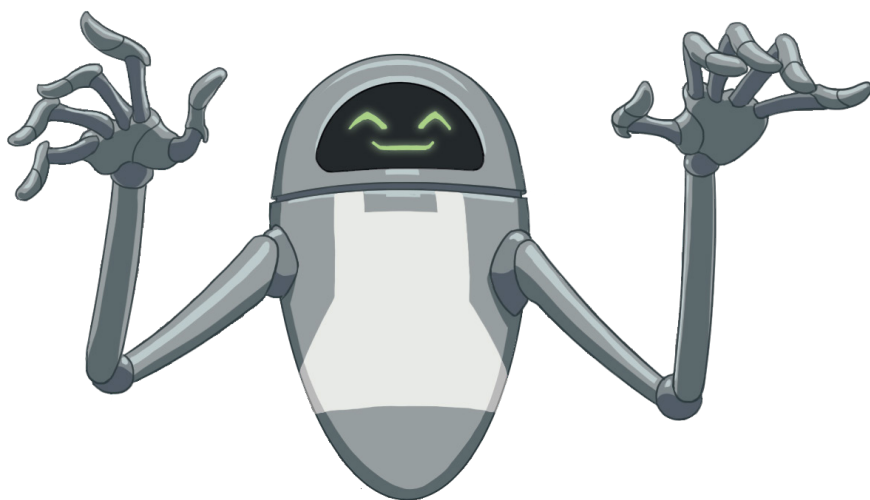
Bad (-2) at: Harming or sabotaging contestants, acting independently of the House Chef

STUNTS

Down, but Not Out: A Knocked Down sous-bot must overcome the condition, removing it, before it can do anything else. A Knocked Down sous-bot is immune to further attacks. Also, they cannot be taken out during a cook-off.

CONDITIONS

1 **KNOCKED DOWN** (fleeting)



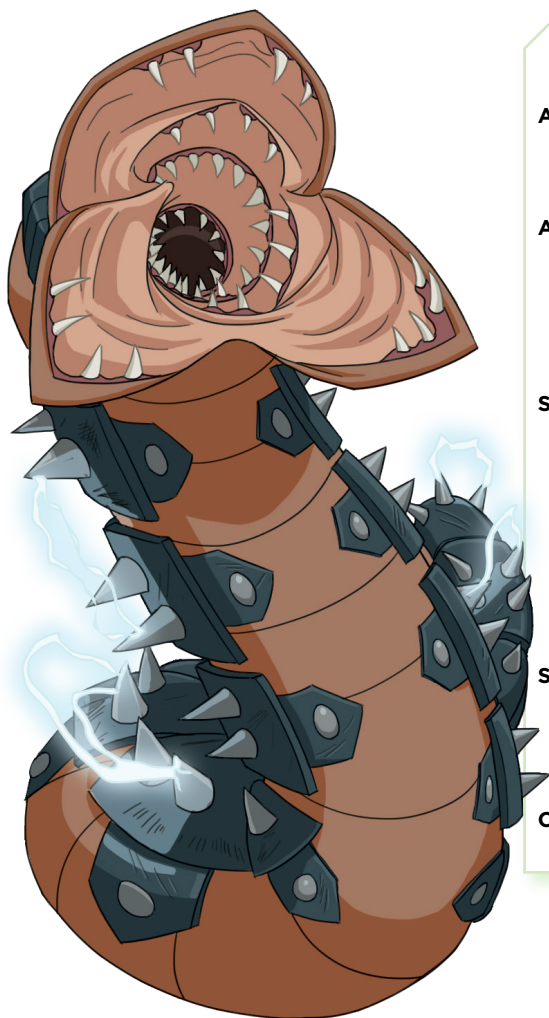
THE HOUSE HAZARDS

The arena is filled with cybernetic threats that pop out of the floor and ceiling. The producers swear that they attack “purely at random,” but it should be no surprise that they never attack the House Chef and the sous-bots.

The hazards also count as aspects, which anyone can invoke.

By spending an action, the House Chef can pick an appropriate hazard or summon one randomly:

Roll	Hazard
☐	Cyberwurm
■	Robo-bonobos
+	Psyscreech Owl



Cyberwurm

ASPECTS

CYBERNETIC DEATH WURM; FAST
AMBUSH HUNTER

ABILITIES

Skilled (+2) at: Hiding underground, biting

Bad (-2) at: Fighting aboveground, attacking groups

SPECIAL RULES

Restricted: The Cyberwurm can only attack chefs in the Kitchen Arena center zone.

Puppet: Each exchange, the Cyberwurm can only take an action if the House Chef spends its action to control the Cyberwurm.

STUNTS

Ambush Attack: If it did not attack during the previous exchange, Cyberwurm gains +2 to an attack.

CONDITIONS

1 STRAINED (fleeting)

Robo-bonobos

ASPECTS

ROBOT APES; SNEAKY LITTLE BLIGHTERS

ABILITIES

Skilled (+2) at: Sabotaging dishes, harassing chefs, climbing and swinging, stealing utensils

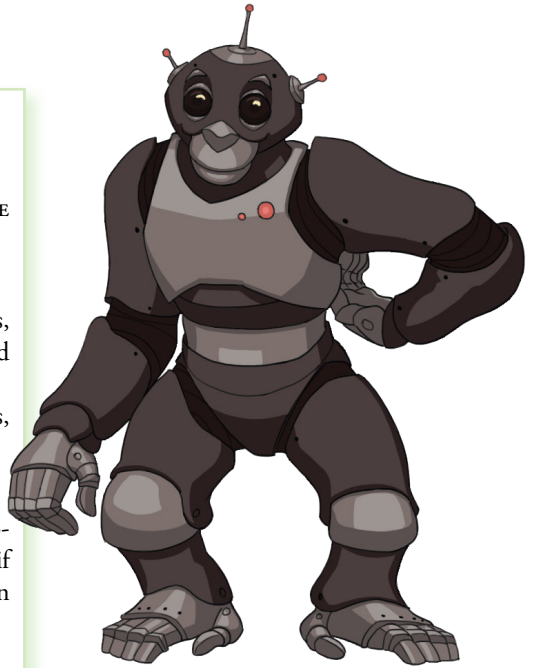
Bad (-2) at: Resisting shiny things, fighting alone

SPECIAL RULES

Puppet: Each exchange, the Robo-bonobos can only take an action if the House Chef spends an action controlling them.

CONDITIONS

None (first hit takes them out)



Psyscreech Owl

ASPECTS

MUTANT ATTACK OWL; NIGHT-TIME HOWLER

ABILITIES

Skilled (+2) at: Psychic attacks, flying, seeing in the dark

Bad (-2) at: Fighting on the ground, moving in bright lights, thinking

SPECIAL RULES

Puppet: Each exchange, the Psyscreech Owl can only take an action if the House Chef spends an action controlling it.

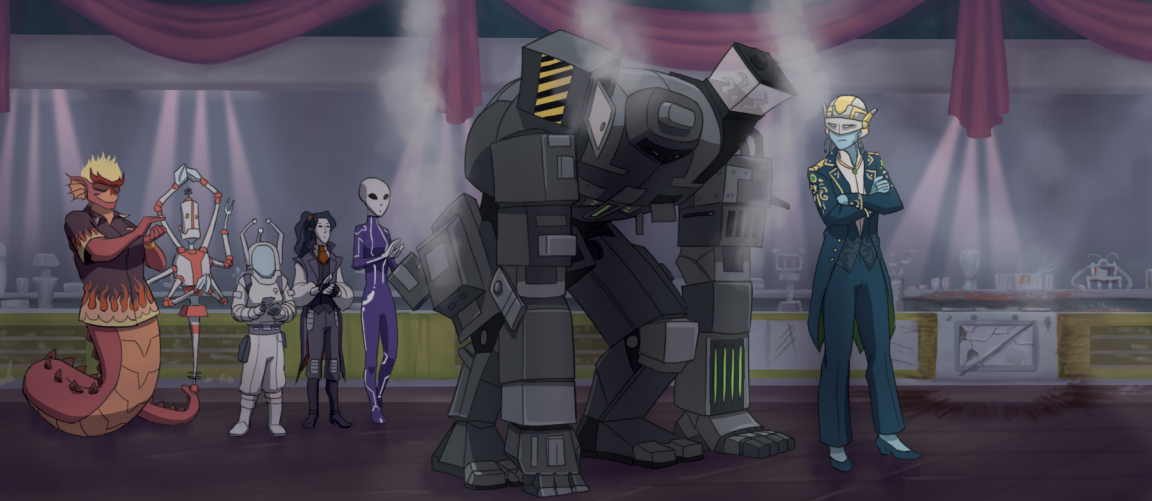
STUNTS

Screech Wave: When the Psyscreech Owl screams, it can make a Fair (+2) attack against each character in a zone.

CONDITIONS

None (first hit takes it out)





Halfway Point

After half of the exchanges have gone by, the hosts will introduce the judges and the twist.

Holly announces, "Now it's time to meet today's judges!"

This match will have three judges, generated from the chart on page 26. If you roll Dr. Durian, roll again, since Durian already judged earlier in this episode.

THE TWIST

Now for a twist (page 31), an obstacle that affects all chefs equally, including the House Chef.

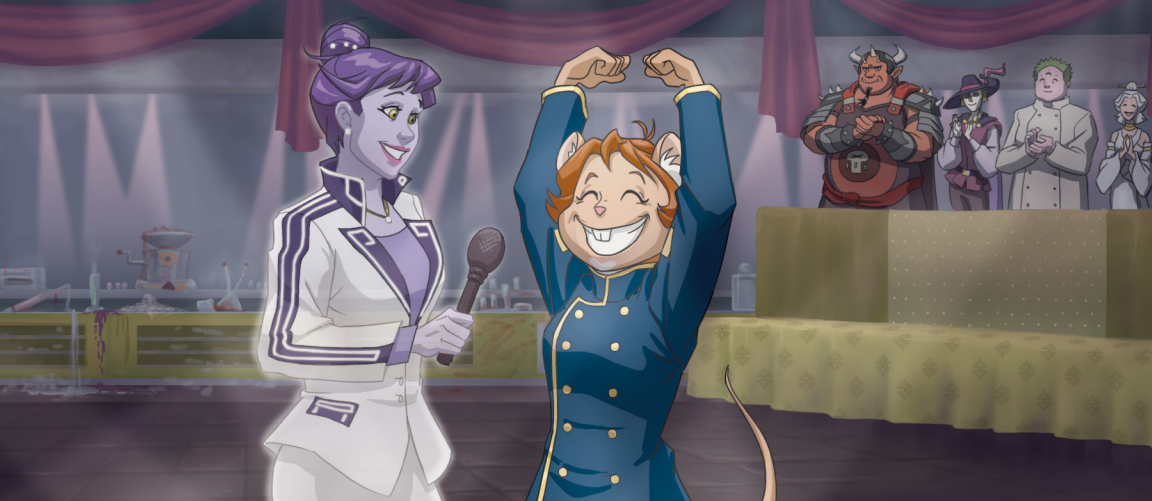
The Chairwoman proclaims to the chefs, "You've spent half of Battle Surf and Turf on the solid turf. It's only fitting that you'll spend the rest of the battle...amongst the surf!"

A torrent of water cascades into the arena, giving it the situation aspect **WATER, WATER, EVERYWHERE**. Also, roll one fate die to see what other effect it has:

- Cool Down:** All ovens and stoves turn cold; you have no heat, and can only make cold dishes!
- Tidal Wave:** All utensils are washed away. Good luck cooking without oven mitts or spatulas!
- + Wave Pool:** The water is nearly waist-high, flooding each station; you can only move into a new zone by overcoming the water at Fair (+2) difficulty!

The Buzzer

After the final exchange, the buzzer sounds, marking the end of the cook-off. The water drains from the studio, and the lights focus on the center stage. It is time for the judgment.



Scene Eight—Put Your Money Where Your Mouth Is

The Judgment

At this point, the judges will taste the dishes. The rules for judging are on page 26, and the special rules for judging final cook-offs are on page 31.

Before tallying scores, each team may nominate a chef to woo the judges (page 25). The nominees get one exchange to act.

The Ranking

If the House Chef won the contest, all of the contestants receive no season points (page 32). Otherwise, all members on one team will be tied with each other, while all members on the other team will be tied with each other.

If the teams earned points, the members of each team will be pulled into a final face-off (page 32). In this, each team member must argue before the judges why they are the most valuable member.

The Aftermath

The contestant who scored the highest is this episode's winner. Give them a moment to talk to the camera about how they feel about this victory.



The contestant who scored the lowest is the loser. Give them a moment to vent their frustration; if you're playing one-shot or elimination game, they can use this chance to say goodbye.

Roll credits.

DISH APPENDIX

Spacey Adjectives!

Need a neat-sounding dish or ingredient on the fly? Just take a weird adjective and add it to a dish or flavor component (page 58). An example might be Xen-Shrimp.

Here's a handy chart of fun, spacey adjectives! To use it, choose the top or bottom, and roll four fate dice. Starting at the center of the left side, move right once for each , and move up or down—up if you chose the top side, down if you chose the bottom side—once for each .

	Argonian					
	Mantis	Gluuckian				
	Infra-	Gamma	Xeno-			
	Smongus	Space	Void	Anti-Matter		
	Andromedian	Carcosan	Quantum	Aldebaran	Rigellean	
						
	Vegan	Ionian	Nexus	Pulsar	Theta-Striped	
	Nega-	Stellar	Lunar	Astro-		
	Triopsic	Solar	Draconian			
	Chrono-	Locrian				
	Ctholgothian					

More Secret Ingredients

Need more secret ingredients? Here are two tables of them. To pick one at random, roll one “normal” six-sided die, and pick one ingredient from the list.

1d6 Roll Flavor Ingredient



Sweet Spyder-Berries; Cyber-Wasp Honey (with Cyberwasps!); Spineapples; Space Pork; SloopNar Soda*



Bitter Motor Oil; Man-Eating Kale; Meteorites; Infrared-Bush Tea (Invisible!); Dark-Matter Chocolate



Savory Lazer-Wolves; Xixor-Nuts; Mutant Cows; Mushroom Mi-Gos; Red-Scaled Banths; Antimatter-Cheddar



Spicy Radioactive Weasels; Congealed Sunlight; Xen-Peppers; Dinoradish; Dracolian Scorpions



Cool Noble Gases; Mintopuses; Cryomagma; Giant Jellycrabs; Aerosol Cheese (An Earth Delicacy!)



Sour Tachyon Wine; Acid-Fruit; Spitting Cobrats; Vampire-Melons; Tangobeetles; Blue Sour Cream

**Careful what you say—they're a sponsor!*

Holly: Uranium Chef is also brought to you by SloopNar Soda—it's like there's a party in your consumption hole!



Feel free to invent strange ingredients of your own! This is often a matter of taking a familiar ingredient and adding something weird and spacey; you'll find some recommended adjectives in “*Spacey Adjectives!*” (page 56).

LAZY SUSAN

Make sure you vary the natural flavors from challenge to challenge, and never use the same natural flavor twice in an episode. It's less of a random pick, and more of a rotation.

Dishes Difficulties

You can create any type of dish and set the difficulty to whatever you like. However, here are a few suggestions for dish types and their relative difficulties.

	Preparation Types	Dish Types	Side Types
↑ More Difficult	Stuffed (cooked & filled)	Soufflé	Reduction / syrup / glaze (thickened liquid)
	Precision explosives	Amuse-bouche (appetizer)	Custard
	Sauté / fricassee (sliced & fried)	Pastry / pie / dumpling	Mousse / foam / meringue (whipped / emulsion)
	Sashimi	Clear soup	Chutney / jam / jelly / compote
	Braise (pressure cooker)	Casserole / lasagna / quiche	Cream sauce / mayonnaise
↓ Less Difficult	Poached / sous vide (delicate boiling in liquid)	Bisque / chowder	Gravy (espagnole)
	Roast / grill / barbecue	Sausage	Dough (bread, cookie, pasta)
	Baked	pasta / noodle (orzo / couscous)	Ragu (meat & vegetables)
	Steamed	Sushi	Mixed grains / vegetables (rice / pilaf / Hoppin' John)
	Fried / deep fry	Curry / stew	Puree / powdered
	Boiled	Stir fry	Vinaigrette
	Ceviche (raw in acid)	Sandwich / canapé	Broth / au jus
Carpaccio / tartar (raw meat)	Salad	Salsa / slaw	



Flavors and Example Dishes

Here are brief descriptions of the flavors, along with examples of their representative ingredients, seasoning, dishes, and sides.

Sweet

Flavors with a pleasant sweetness, usually produced with simple sugars.

Ingredients: Fruits, sweet or cooked vegetables, sweet nuts

Seasonings: Nectars and honeys, sugars (refined, cane, molasses, caramel), syrups (maple, agave, beetroot)

Dishes and Sides: Baked goods (cakes, cookies, pies, breads), breakfast foods (pancakes, French toast, waffles), cold desserts (custards, mousse, ice cream, sherbet, jellies), glazed meats, French onion soup

Sour

Flavors that are pleasantly tangy or astringent, generally caused by acidity.

Ingredients: Sour fruits, sour dairies (yogurt), fermented foods and drinks (wine, cider)

Seasonings: Vinegars, fruit rinds, jams, sour mixes

Dishes and Sides: Tarts, pies, pickled dishes (sauerkraut, coleslaw, pickles, kimchi), vinaigrette dressings, smoothies, tart sauces (tzatziki, tartar), sour candies, sour drinks (lemonade)

Bitter

Flavors that are sharp, dark, and slightly unpleasant.

Ingredients: Dark vegetables, dark chocolate, bitter drinks (coffee, tea, lager)

Seasonings: Green spices (seaweed turmeric, dandelion, oregano, fenugreek), oil

Dishes and Sides: Vegetable dishes (salads, soups), ratatouille, baba ghanoush, cabbage rolls



Spicy

Bold, pungent flavors, often described as peppery, piquant, or hot. It could also describe dishes that are served very hot.

Ingredients: Strong vegetables and greens (peppers, watercress, onion), pungent roots (anise, ginger), distilled spirits

Seasonings: Ground seeds and roots (mustard, peppercorns, horseradish), pungent seasonings (saffron, cinnamon, cumin, anise), bulbs (garlic, shallot)

Dishes and Sides: Curries, shish kabobs, stir fries, spicy desserts (buns, red hots, licorice), spicy sauces (mole, barbecue, salsa), kimchi, chili con carne, tapas, ginger beer, bisques, flaming dishes (flambé, smores, crème brûlée, flaming cocktails)

Cool

Flavors that are minty, creamy, starchy, or come from lighter proteins. It could also describe dishes that are served very cold or frozen.

Ingredients: Eggs, dairy, root vegetables (carrots, potatoes, parsnips), grains, watery vegetables, ice, water, seafood, tofu, malt beverages

Seasonings: Butter, mint, mayonnaise, miso paste, dill

Dishes and Sides: Chowders, chilled dishes (gazpacho, ice cream, sherbet, gelatins, jellies), egg dishes (frittatas, omelets, fried rice), starches (paella, cous-cous, tater tots, latkes, pasta), seafood (sushi, baked fish), cold drinks (iced tea, lemonade), guacamole, mousses (sweet or savory), aspics

Savory

Flavors that are earthy, meaty, salty, and umami.

Ingredients: Meats, mushrooms, seaweed, mild vegetables (leeks), heavy vegetables (tomatoes, eggplant, potatoes)

Seasonings: Salt, pepper, truffles, monosodium glutamate (MSG), ketchup

Dishes and Sides: Cooked meats, sandwiches, fish sauces, stews, gravies, stuffed mushrooms, savory breads

PREMADE JUDGES

Dr. Durian

ASPECTS

High Concept: CYBORGORILLA ANNOUNCER AND FOOD HISTORIAN

Carrot: I WANT THE SHOW TO RUN SMOOTHLY

On-Air Persona: I PLAY THE KNOW-IT-ALL

Favorite Flavor: SOUR

Dislike: UNSEASONED (hates dishes without side aspects)

REALITY APPROACHES

Aggressive: Mediocre (+0)

Flashy: Fair (+2)

Careful: Good (+3)

Quick: Average (+1)

Clever: Fair (+2)

Sneaky: Average (+1)

CONDITIONS

1 STRAINED (fleeting)

1 SCRAMBLED (fleeting)



Chairwoman Maalu

ASPECTS

High Concept:

PRODUCER, ZILLIONAIRE

Carrot: I WANT THE BEST

On-Air Persona: I PLAY THE MADAME OF MYSTERY

Aspects: CONNECTED TO EVERYONE; BEEN THERE, ATE THAT; MORE MONEY THAN ALL OF THE GODS

Hidden Aspect: WHAT IS SHE HIDING BENEATH THE MASK?

Favorite Flavor: SPICY

Dislike: SOME LIKE IT HAUTE
(hates main aspects with Value:1 to Value:3)

REALITY APPROACHES

Aggressive: Good (+3)

Careful: Average (+1)

Clever: Great (+4)

Flashy: Superb (+5)

Quick: Great (+4)

Sneaky: Good (+3)

CULINARY APPROACHES

Bitter: Great (+4)

Cool: Average (+1)

Savory: Great (+4)

Spicy: Superb (+5)

Sour: Good (+3)

Sweet: Good (+3)

CONDITIONS

1 STRAINED (fleeting)

1 SCRAMBLED (fleeting)

2 DRAINED (sticky)

2 BEATEN (sticky)

4**4** BURNED (lasting)

4**4** CHOPPED (lasting)



ROUX THE DAY

The Chairwoman prefers to let her House Chefs do the cooking for her. However, should someone be foolish enough to challenge her, they will not find it an easy match.



Hapax Legomenon

ASPECTS

High Concept: CONQUEROR
TURNED FOOD CRITIC

Favorite Flavor: BITTER

Dislike: GOOD, NOT GREAT (hates
main aspects with Value:4 or
Value:5)

APPROACHES

Aggressive: Good (+3)

All Others: Average (+1)

CONDITIONS

1 STRAINED (fleeting)

Araza Mangosteen

ASPECTS

High Concept: ACTOR

Favorite Flavor: SWEET

Dislike: TOO FANCY! (hates main
aspects with Value:6 to Value:8)

APPROACHES

Clever: Good (+3)

All Others: Average (+1)

CONDITIONS

1 STRAINED (fleeting)

Morinda Jackfruit

ASPECTS

High Concept: CELEBRITY CHEF

Favorite Flavor: COOL

Dislike: NO STYLE (hates Value:0
plating aspects)

APPROACHES

Quick: Good (+3)

All Others: Average (+1)

CONDITIONS

1 STRAINED (fleeting)

Ziziphus 7

ASPECTS

High Concept: ROBOT MUSICIAN

Favorite Flavor: SAVORY

Dislike: TOO MANY NOTES! (hates
dishes with two or more side
aspects)

APPROACHES

Sneaky: Good (+3)

All Others: Average (+1)

CONDITIONS

1 STRAINED (fleeting)

PREMADE CHARACTERS

Each of these characters has a blank connection aspect. Only write one down if you're playing a campaign.

Marcon

ASPECTS

High Concept: SPACE VAMPIRE SOMMELIER
Carrot: I WANT TO BE THE MOST FEARED
On-Air Persona: I PLAY THE AGGRESSIVE JERKFACE
Other Aspects: I'M ACTUALLY COLDLY LOGICAL
Connection:

REALITY APPROACHES

Aggressive: Good (+3) **Flashy:** Average (+1)
Careful: Mediocre (+0) **Quick:** Average (+1)
Clever: Fair (+2) **Sneaky:** Fair (+2)

CULINARY APPROACHES

Bitter: Good (+3) **Spicy:** Average (+1)
Cool: Fair (+2) **Sour:** Fair (+2)
Savory: Average (+1) **Sweet:** Mediocre (+0)

STUNTS

Bitter Grapes: Whenever making a side or beverage, I can gain +2 to Bitter when creating an advantage. Can be used once per scene or cook-off.

Look Into My Eyes: Because I am hypnotic Space Vampire, whenever I succeed at Aggressively placing a mental aspect on an opponent, it gains another free invoke. Can be used once per scene or cook-off.

Pantry Raider: Because I am a Space Vampire, I can see perfectly in the dark, and I ignore any obstacles and compels related to darkness.

CONDITIONS

- 1 STRAINED (fleeting)
- 1 SCRAMBLED (fleeting)
- 2 DRAINED (sticky)
- 2 BEATEN (sticky)
- 4 4 BURNED (lasting)
- 4 4 CHOPPED (lasting)





Cocoa Ramsey

ASPECTS

High Concept: RODENT-LIKE PASTRY CHEF

Carrot: I WANT ACCEPTANCE

On-Air Persona: I PLAY THE ADORABLE KID-SISTER

Other Aspects: I'M ACTUALLY A FEISTY BALL OF RAGE

Connection:

REALITY APPROACHES

Aggressive: Fair (+2)

Careful: Good (+3)

Clever: Mediocre (+0)

Flashy: Average (+1)

Quick: Fair (+2)

Sneaky: Average (+1)

CULINARY APPROACHES

Bitter: Mediocre (+0)

Cool: Average (+1)

Savory: Average (+1)

Spicy: Fair (+2)

Sour: Fair (+2)

Sweet: Good (+3)

STUNTS

Pastry Architect: I can gain +2 to Sweet when building a plating aspect or any dish aspect related to pastries. Can be used once per scene or cook-off.

Shield of Innocence: Because I'm so adorable, I can use Careful in place of Sneaky when sabotaging or dodging the blame. Can be used once per scene or cook-off.

Wrecking Ball: When I succeed at Quickly creating an advantage related to knocking someone or something down, I gain another free invoke.

CONDITIONS

- 1 STRAINED (fleeting)
- 1 SCRAMBLED (fleeting)
- 2 DRAINED (sticky)
- 2 BEATEN (sticky)
- 4 4 BURNED (lasting)
- 4 4 CHOPPED (lasting)

MessBot7337

ASPECTS

High Concept: ROBOTIC ARMY LINE COOK

Carrot: I WANT TO BE SEEN AS ORIGINAL

On-Air Persona: I PLAY THE COMPETITOR

Other Aspects: I'M ACTUALLY SHY AND FRIENDLY

Connection:

REALITY APPROACHES

Aggressive: Average (+1)

Careful: Fair (+2)

Clever: Fair (+2)

Flashy: Average (+1)

Quick: Good (+3)

Sneaky: Mediocre (+0)

CULINARY APPROACHES

Bitter: Average (+1)

Cool: Fair (+2)

Savory: Good (+3)

Spicy: Fair (+2)

Sour: Average (+1)

Sweet: Mediocre (+0)

STUNTS

Chop It Down: I can gain +2 to Quick when collecting a secret ingredient or gathering a prep aspect. Can be used once per scene or cook-off.

Caramelize: Because I know how to caramelize ingredients, I can use Savory in place of Sweet when creating Sweet sauces. Can be used once per scene or cook-off.

My Mother Was a Blender: Because I have a butcher's knife attachment, I never need a knife. I ignore all obstacles and compels related to missing utensils.

CONDITIONS

1 STRAINED (fleeting)

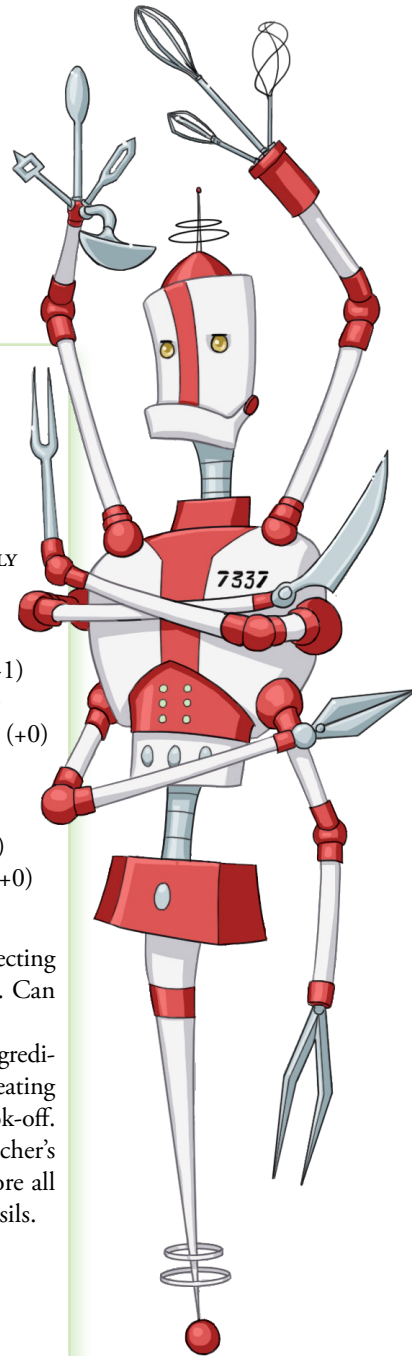
1 SCRAMBLED (fleeting)

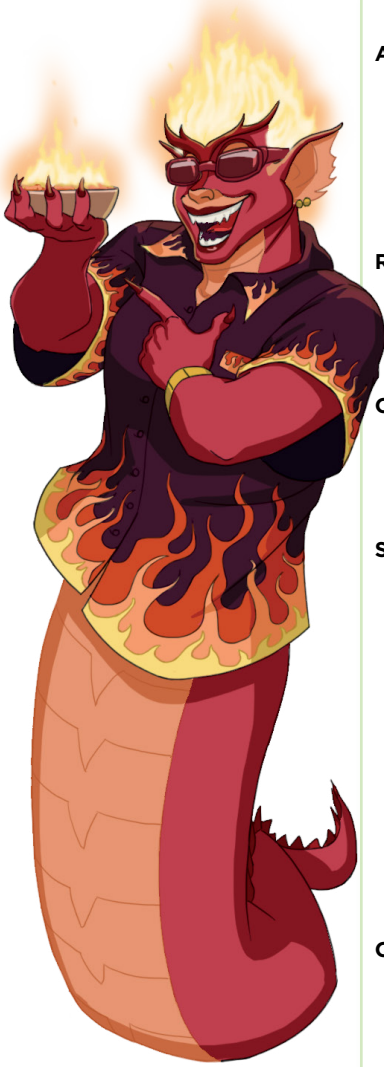
2 DRAINED (sticky)

2 BEATEN (sticky)

4**4** BURNED (lasting)

4**4** CHOPPED (lasting)





Leviathan Sami

ASPECTS

High Concept: FIERY SALAMANDER CURRY CHEF

Carrot: I WANT TO BE FAMOUS

On-Air Persona: I PLAY THE COMEDIAN

Other Aspects: MAKE IT BIG AND LOUD

Connection:

REALITY APPROACHES

Aggressive: Fair (+2)

Careful: Fair (+2)

Clever: Average (+1)

Flashy: Good (+3)

Quick: Average (+1)

Sneaky: Mediocre (+0)

CULINARY APPROACHES

Bitter: Average (+1)

Cool: Mediocre (+0)

Savory: Fair (+2)

Spicy: Good (+3)

Sour: Average (+1)

Sweet: Fair (+2)

STUNTS

Media Darling: Because the camera loves me, I can gain +2 to Flashy when defending against a confessional. Can be used once per session.

Never Too Hot: When I succeed at creating an advantage with Spicy related to a curry sauce, I can gain another free invoke. This invoke may only be placed on aspects with Value:2 or lower. Can be used once per scene or cook-off.

Fire Breath: Because I'm a fire-breathing reptile, I ignore all obstacles and compels related to lacking a stovetop.

CONDITIONS

1 STRAINED (fleeting)

1 SCRAMBLED (fleeting)

2 DRAINED (sticky)

2 BEATEN (sticky)

4 4 BURNED (lasting)

4 4 CHOPPED (lasting)

Greto Sleewa

ASPECTS

High Concept: GRAY ALIEN COLD-FUSION CHEF

Carrot: I WANT THE MONEY

On-Air Persona: I PLAY THE GOSSIP

Other Aspects: TINY FLY ON THE WALL

Connection:

REALITY APPROACHES

Aggressive: Average (+1)

Careful: Average (+1)

Clever: Fair (+2)

Flashy: Mediocre (+0)

Quick: Fair (+2)

Sneaky: Good (+3)

CULINARY APPROACHES

Bitter: Fair (+2)

Cool: Fair (+2)

Savory: Mediocre (+0)

Spicy: Average (+1)

Sour: Good (+3)

Sweet: Average (+1)

STUNTS

Underminer: I can gain +2 to Sneakily create a sabotage aspect. Can be used once per scene or cook-off.

Marinade Master: Because I am a master of marinades, I can use Sour in place of Savory when creating a Savory dish aspect. Can be used once per scene or cook-off, after the first exchange.

Gossip Maestro: When I succeed at Cleverly creating an advantage related to collecting or spreading rumors, I can gain another free invoke. Can be used once per scene or cook-off.

CONDITIONS

1 STRAINED (fleeting)

1 SCRAMBLED (fleeting)

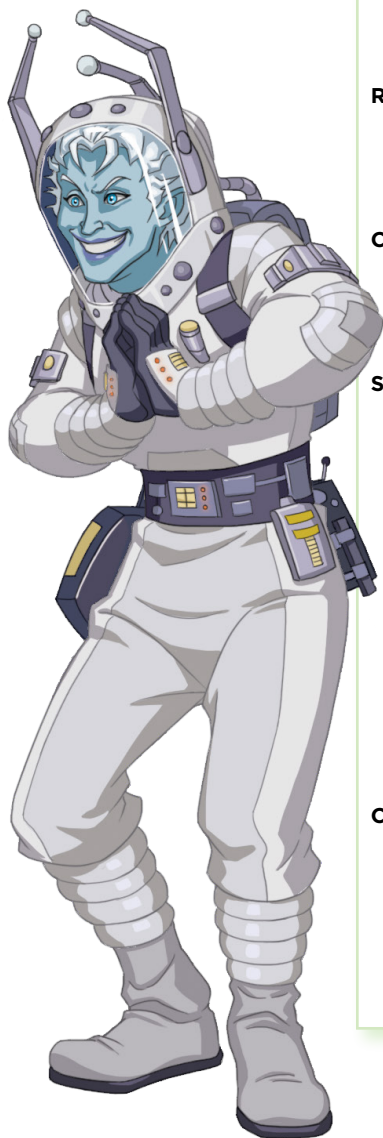
2 DRAINED (sticky)

2 BEATEN (sticky)

4**4** BURNED (lasting)

4**4** CHOPPED (lasting)





Professor Norstar

ASPECTS

High Concept: ICY MAD GASTROCHEMIST

Carrot: I WANT TO PROVE THOSE FOOLS WRONG

On-Air Persona: I PLAY THE BASKET CASE

Other Aspects: OBSESSED WITH WEIRD GADGETS

Connection:

REALITY APPROACHES

Aggressive: Fair (+2)

Careful: Average (+1)

Clever: Good (+3)

Flashy: Fair (+2)

Quick: Mediocre (+0)

Sneaky: Average (+1)

CULINARY APPROACHES

Bitter: Fair (+2)

Cool: Good (+3)

Savory: Fair (+2)

Spicy: Average (+1)

Sour: Mediocre (+0)

Sweet: Average (+1)

STUNTS

Ceviche Savvy: Because I am master of raw, cold foods, I gain +2 to Cool when creating Cool dish aspects from uncooked meat. Can be used once per scene or cook-off.

Turbo Charge: Whenever I succeed at Cleverly creating a prep aspect related to a piece of equipment—such as prepping the oven or using the Larder-atron—I can give it another free invoke. Can be used once per scene or cook-off.

Human Popsicle: Because I am a humanoid popsicle, I ignore all obstacles and compels related to needing ice or a fridge.

CONDITIONS

1 STRAINED (fleeting)

1 SCRAMBLED (fleeting)

2 DRAINED (sticky)

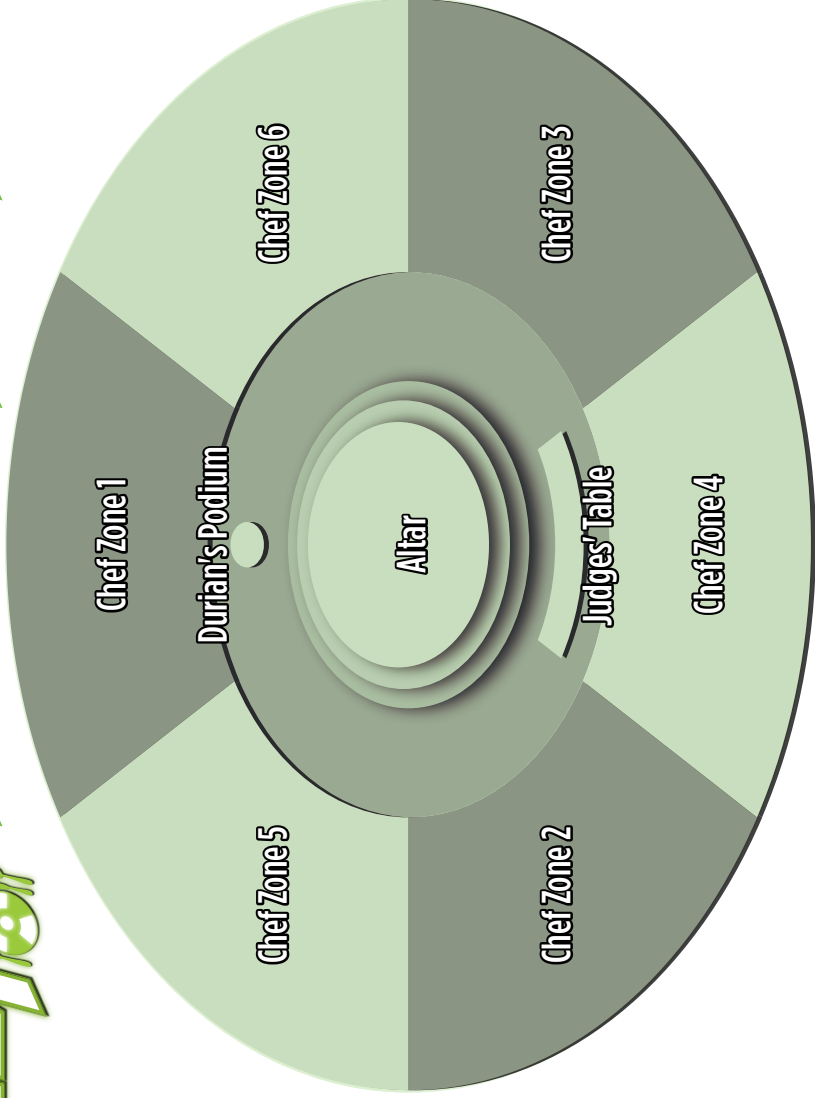
2 BEATEN (sticky)

4 4 BURNED (lasting)

4 4 CHOPPED (lasting)

URANIUM
CHEF 

KITCHEN ARENA





DISH TEMPLATE

CHEF:	
DISH NUMBER:	SECRET INGREDIENT:
DISH NAME:	

MAIN	
FLAVOR:	VALUE

SIDE	
FLAVOR:	VALUE

SIDE	
FLAVOR:	VALUE

SIDE	
FLAVOR:	VALUE

SIDE	
FLAVOR:	VALUE

PLATING	
FLAVOR:	VALUE



CHEF SHEET

CHEF NAME

ASPECTS

HIGH CONCEPT

CARROT

ON-AIR PERSONA

OTHER ASPECTS

CONNECTION (If playing campaign)

REALITY APPROACHES

1 Good (+3), 2 Fair (+2), 2 Average (+1), 1 Mediocre (+0).

AGGRESSIVE

FLASHY

CAREFUL

QUICK

CLEVER

SNEAKY

CULINARY APPROACHES

1 Good (+3), 2 Fair (+2), 2 Average (+1), 1 Mediocre (+0).

BITTER

SPICY

COOL

SOUR

SAVORY

SWEET

STUNTS

3 free stunts.

CONDITIONS

FLEETING

1 STRAINED

1 SCRAMBLED

STICKY

2 DRAINED

2 BEATEN

LASTING

4 4 BURNED

4 4 CHOPPED

REFRESH