

Pasta Soul.

sorry

Source of Power.

- 75g (2 1/2 cups) plain flour
- 1/2 teaspoon salt
- 4 eggs, at room temperature
- Plain flour, extra, to dust

Quick Build.

Probs Constitution, Wisdom and Charisma or some variation on that order.

Level	Proficiency Bonus	Features
1st	+2	Spaghetti Whip, Knead, Combat Cooking
2nd	+2	Salt the Wounds
3rd	+2	Pasta Archtype
4th	+2	Ability Score Improvement
5th	+3	
6th	+3	
7th	+3	
8th	+3	
9th	+4	
10th	+4	
11th	+4	
12th	+4	
13th	+5	
14th	+5	
15th	+5	
16th	+5	
17th	+6	
18th	+6	
19th	+6	
20th	+6	

Class Features.

Your Class gains the following features:

Hit Points.

Hit Dice: 1d8

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 5 + your Constitution modifier per Pasta Soul level after 1st.

Proficiencies.

Armour: Light Armour

Weapons: Simple Weapons & Whips.

Tools: Cook's Utensils.

Saving Throws: Dexterity, Wisdom

Skills: Perception, Persuasion & Survival.

Equipment.

You start with the following equipment, in addition to the equipment granted by your background:

- (a) any two simple melee weapons or (b) a simple ranged weapon
- Leather Armour
- (a) a pack relevant to the class or (b) an explorer's pack
- Cooks Utensils, a whip

Spaghetti Whip.

At first level, as a Bonus Action whilst holding Cook's Utensils in a free hand you are able to form a whip with a free hand that is made of spaghetti. When you summon the whip, you may choose one of the following Infusions to add to it. You can change your active infusions with an action.

Al Dente. Just like mama used to make, your spaghetti whips damage die becomes 1d6.

Sticky. Testing if it's ready, when you hit a creature with your whip you can choose to pull them up to 5 ft. towards you. Additionally, you can pull yourself towards the target.

Steamy. Straight from the pot, the whip deals fire damage instead of slashing.

Knead.

Additionally at first level, after making an attack with your Spaghetti Whip you can use a bonus action to attempt to grapple a creature. As an action when you have successfully grappled a target you can knead them, choosing one of the following effects.

Bones To Flour. You knead your target to submission, the target has disadvantage on strength checks whilst grappled by you.

Realignment. You massage your targets aching muscles, they gain advantage on strength, dexterity, and constitution saving throws for 1 minute.

Combat Cooking.

Also at first level, you are never far away from a weapon. You can make an attack with you Cook's Utensils as if they were one of the following weapons, Club (Rolling Pin) or Dagger (Cooks Knife).

Salt The Wounds.

At second level, when a creature within 5 ft. of you is hit by a melee attack you can use your reaction to throw salt in the wound, the target takes damage equal to your proficiency modifier.

Archetype Choice.

At third level, the class makes a choice between the Pastafarian Oath or Spaghetti Soul.

Ability Score Improvement.

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. Alternatively, you can choose a feat (see Chapter 6 for a list of feats).

Improved Spaghetti Whip.

Beginning at 5th level, the range of your Spaghetti Whip increases by 5 ft. and the Sticky infusions pull distance increases by 5 ft. Additionally you can add a second Spaghetti Whip ability to your Spaghetti Whip and can choose from the following additional Infusions.

Bolognese. A meat-based sauce, whenever you hit a creature, they gain a -1 to their AC until the start of your next turn. This ability doesn't stack with itself.

Garlic Infusion. Better than a stake, the whip deals an additional 1d8 radiant damage to undead or fiends.

Chef's Kiss.

Starting at 6th level, whenever you or an ally reduces a creature to 0 hit points you can use your reaction to give yourself or the ally temporary hit points equal to your charisma modifier.

Floured Hands.

Starting at 9th level, your hands are always covered in flour enabling a better grip so they're never sweaty, you have advantage on Athletics checks made to grapple a creature or when climbing.

Additional Infusions.

Beginning at 11th level, you gain access to the following infusions.

Saucy Splash. Ooh Saucy, when you hit a creature with your whip any creatures within 5ft. must make a dexterity saving throw or take your wisdom modifier in acid damage.

Long Boi. Quite a long spaghetti, the range on your spaghetti whip increases by 5 ft.

Additionally, your Spaghetti Whip is considered magical for the purposes of overcoming non-magical resistances.

Salt Bae.

Starting at 13th level, you exude charm and charisma, whenever you affect a creature with Salt The Wounds they must make a Charisma saving throw against your Pasta Soul save DC otherwise are charmed until the end of your next turn.

Pasta Soul Save DC = 8 + your proficiency bonus +

your Wisdom modifier.

That's A Spicy Meatball.

Starting at 14th level, as an action, you create a Spicy Meatball that floats around your body, when active you have advantage on Dexterity saving throws.

Additionally, you can sacrifice the meatball and add your Wisdom modifier to your next attack roll, if you hit your target add 2d8 fire damage. You can create up to your wisdom modifier in meatballs per long rest.

A Trio of Flavours.

Beginning at 17th level, you can add a third infusion to your spaghetti whip.

Mom's Spaghetti.

At 20th level, as an action when you hit a creature with your Spaghetti Whip you can force the creature to fall prone, whilst the creature is prone it cannot take actions and it must make a constitution saving throw against your Pasta Soul save DC at the end of each of its turns otherwise it is frightened. Whilst a creature is frightened in this way it must stay prone and has disadvantage on constitution saving throws. You can only use this ability once per short rest.

Spaghetti Soul

You hone your soul to connect with your true spirit pasta, the Spaghetti.

Doubled Spaghetti

At 3rd level, you no longer need Cooks Utensils in a free hand to summon your Spaghetti Whip. Additionally, you can summon two with your bonus action or summon one large Spaghetti Whip with the Two-Handed and Heavy properties, the base damage die for this Whip is 2d4.

Martial Adept

Additionally at 3rd level, you gain proficiency with medium armour, shields and martial weapons. Additionally you can use your Wisdom modifier instead of Strength or Dexterity when making an attack with your Spaghetti Whip.

Extra Attack

Starting at 7th level, you know what this is.

Brutal Knead

Starting at 10th level, whenever a creature is affected by your Bones To Flour ability you can deal 1d10 bludgeoning damage to the creature. Additionally, if you roll a 10 on the damage die, the creature gains a weakness to bludgeoning damage until it is hit by an attack.

Spaghetti Meatball

Starting at 15th level, when you create a meatball you can create a Spaghetti Meatball instead of a Spicy Meatball. When active you have advantage on Strength saving throws. Additionally, you can sacrifice the meatball and gain resistance to all damage over a number of turns equal to your Constitution modifier.

Spaghetti Flurry

Starting at 18th level, whenever you reduce a creature to 0 hit points you can take the dash action and make an additional attack.

Pastafarian Oath

You make an Oath to serve the Great Old One, also known as the Flying Spaghetti Monster.

Spellcasting

When you reach 3rd level, you gain the ability to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the cleric and warlock spell list.

Cantrips. You learn three cantrips: Splatghetti and two other cantrips of your choice from the cleric spell list. You learn another cleric or warlock cantrip of your choice at 10th level.

Spell Slots. The Pastafarian Oath Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell charm person and have a 1st-level and 2nd-level spell slot available, you can cast charm person using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level cleric spells of your choice, two of which you must choose from the divination and conjuration spells on the cleric and warlock spell list. The Spells Known column of the Pastafarian Oath Spellcasting table show when you learn more cleric or warlock spells of 1st level or higher. Each of these spells must be a divination or conjuration spell of your choice and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level. The spells you learn at 8th, 14th, and 20th level can come from any school of magic. Whenever you gain a level in this class, you can replace one of the cleric or warlock spells you know with another spell of your choice from the cleric or warlock spell list. The new spell must be of a level for which you have spell slots, and it must be a divination or conjuration spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric or warlock spells since you learn your spells through the gift of your patron. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric or warlock spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus +
your Wisdom modifier

Spell attack modifier = your proficiency bonus +
your Wisdom modifier

Pastafarian Oath Spellcasting.

Pasta Soul Cantrips	Spells		-Spell Slot per Spell Level-				
	Level	Known	Known	1st	2nd	3rd	4th
3rd	3	3	3	2	-	-	-
4th	3	4	4	3	-	-	-
5th	3	4	4	3	-	-	-
6th	3	4	4	3	-	-	-
7th	3	5	5	4	2	-	-
8th	3	6	6	4	2	-	-
9th	3	6	6	4	2	-	-
10th	4	7	7	4	3	-	-
11th	4	8	8	4	3	-	-
12th	4	8	8	4	3	-	-
13th	4	9	9	4	3	-	-
14th	4	10	10	4	3	2	-
15th	4	10	10	4	3	2	-
16th	4	11	11	4	3	3	-
17th	4	11	11	4	3	3	-
18th	4	11	11	4	3	3	-
19th	4	12	12	4	3	3	1
20th	4	12	12	4	3	3	1

Holy Utensils.

Additionally, at 3rd level, you can use your Cooks Utensils as an arcane focus for your cleric and warlock spells.

Holy Meal.

Starting at 7th level, you learn the spell purify food and drink and can cast it without expending a spell slot.

Divine Versatility.

Starting at 10th level, during a long rest you can switch one spell you know for another with the same restrictions determined by spellcasting.

Godly Meatball

Starting at 15th level, when you create a meatball you can create a Godly Meatball instead of a Spicy Meatball. When active you have advantage on Wisdom saving throws. Additionally, you can sacrifice the meatball and heal a creature for 2d8 within 30 ft. that you can see.

Wrath Of The Flying Spaghetti Monster.

Starting at 18th level, as an action you call upon the wrath of the flying spaghetti monster. Spaghetti strikes within 60 ft. of you targeting a creature with less than 100 hit points, the creature must make a strength saving throw otherwise it dies. You can use this ability once per long rest on a success otherwise it comes back on a short rest.

Splatghetti.

Evocation

Level: Cantrip

Casting time: 1 Action

Range: Target, 80/120 ft.

Components: VM (a spaghetti)

Duration: Instant

You create a ball-like nest of spaghetti and bolognese and hurl it at your target, making a ranged spell attack. On a hit deal 1d4 fire damage and the target makes an athletics or acrobatics check against your spell save DC or is grappled by the spaghetti until the start of your next turn.

At higher levels.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).