

ENVOY IMPROVISATION >

DIFFICULTY CLASS

Envoy
Level

DC

= 10 + [

÷ 2] +

CHA

EXPERTISE

Provided you have at least one resolve point, add a bonus to skills:

Level	1	5	9	13	17	20
Expertise Bonus	1d6	1d6	1d6	1d8	1d8	1d8
		+1	+2	+2	+3	+4

SKILL EXPERTISE

Sense Motive

Level

1

5

9

13

17

▲ Bluff, Computers, Culture, Diplomacy, Disguise, Engineering, Intimidate, Medicine

Level

9

Once per day, when adding expertise bonus to a skill where you have both expertise and Skill Focus, roll the expertise die twice and take the better result.

Used today

☐

EXPERTISE TALENT

Level

3

Level

7

Level

11

Level

15

Level

19

TRUE EXPERTISE

Improvisation

Level

20

While you have 1 resolve point, gain the effect for free.

May roll 2d8 in place of your expertise bonus.

Level

1

Level

2

Level

4

Level

6

Level

8

Level

10

Level

12

Level

14

Level

16

Level

18

Level

20