

ENVOY IMPROVISATION >

DIFFICULTY CLASS

Envoy
Level

ST

= 10 + [÷ 2] + CHA

EXPERTISE

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

| | | | | | | |
|-----------------|--------|--------|--------|--------|--------|--------|
| Poziom | 1 | 5 | 9 | 13 | 17 | 20 |
| Expertise Bonus | 1k6 +1 | 1k6 +2 | 1k6 +2 | 1k8 +3 | 1k8 +3 | 1k8 +4 |

SKILL EXPERTISE

Wyczucie Pobudek

Poziom

1

5

9

13

17

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

Poziom

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

Poziom

3

Poziom

7

Poziom

11

Poziom

15

Poziom

19

TRUE EXPERTISE

Improvisation

Poziom

20

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

May roll 2d8 in place of your expertise bonus.

Poziom

1

Poziom

2

Poziom

4

Poziom

6

Poziom

8

Poziom

10

Poziom

12

Poziom

14

Poziom

16

Poziom

18

Poziom

20