

## Plague Doctor Update to version 1.2

Talents have changed.

Current selection

Table Configuration: Class Talents: Plague Doctor  Import Close







### Class Talents: Plague Doctor

Table Description

Roll Table Formula

Draw with Replacement?

Display Roll Formula to Chat?

+ Result Type	Result Details	Weight	Range	 
 Text	You gain ADV when making a stabilize check or any other f	1	2 - 2	 
 Text	Increase elixir die category by one on an elixir you choose.	1	3 - 7	 
 Compendium	<input type="text" value="shadowdark.tale..."/> +2 to Dexterity	1	8 - 9	 
 Compendium	<input type="text" value="shadowdark.tale..."/> +2 to Intelligence	1	8 - 9	 
 Text	+1 to elixir checks	1	8 - 9	 
 Text	You gain ADV on elixir checks for an elixir you choose.	1	10 - 11	 
 Text	Choose a talent or +2 points to distribute to stats	1	12 - 12	 

Update Reset Roll

## **New selection**

### **Roll of 2**

Description – Mesmerize 1 additional insect per day.

ShadowDarklings

```
"sourceType": "Class",  
"sourceName": "Plague Doctor",  
"sourceCategory": "Talent",  
"gainedAtLevel": 1,  
"name": "ExtraInsect",  
"bonusTo": "",  
"bonusName": "ExtraInsect"
```

### **Roll of 3-6**

Description – Add an extra die on the elixir you choose

ShadowDarklings

```
"sourceType": "Class",  
"sourceName": "Plague Doctor",  
"sourceCategory": "Talent",  
"gainedAtLevel": 3,  
"name": "StrongElixir",  
"bonusTo": "",  
"bonusName": "StrongElixir"
```

### **Roll of 7-9**

Description - +2 to Intelligence or Dexterity stat, or +1 to elixir checks.

ShadowDarklings

```
"sourceType": "Class",  
"sourceName": "Plague Doctor",  
"sourceCategory": "Talent",  
"gainedAtLevel": 5,  
"name": "Plus2INTDEXOrPlus1Elixir",  
"bonusTo": "",  
"bonusName": "Plus2INTDEXOrPlus1Elixir"
```

### **Roll of 10-11 – Same**

Description - You gain ADV on elixir checks for an elixir you choose.

Shadowdarklings

```
"sourceType": "Class",  
"sourceName": "Plague Doctor",  
"sourceCategory": "Talent",  
"gainedAtLevel": 7,  
"name": "ADVToElixir",  
"bonusTo": "",  
"bonusName": "ADVToElixir"
```

### **Roll of 12 – Same**

Description - Choose a talent or +2 points to distribute to stats