

ENVOY IMPROVISATION

DIFFICULTY CLASS

Envoy Level

SG

= 10 + [÷ 2] + CH

EXPERTISE

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

Stufe	1	5	9	13	17	20
Expertise Bonus	1w6	1w6	1w6	1w8	1w8	1w8
	+1	+2	+2	+3	+4	

FERTIGKEITEN

Motiv erkennen

Stufe

1

5

9

13

17

▲

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

Stufe

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

Stufe

3

Stufe

7

Stufe

11

Stufe

15

Stufe

19

TRUE EXPERTISE

Improvisation

Stufe

20

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

May roll 2d8 in place of your expertise bonus.

Stufe

1

Stufe

2

Stufe

4

Stufe

6

Stufe

8

Stufe

10

Stufe

12

Stufe

14

Stufe

16

Stufe

18

Stufe

20