

ENVOY IMPROVISATION >

DIFFICULTY CLASS

SG

= 10 + [

Envoy Level

÷ 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	

SKILL EXPERTISE

Motiv erkennen

Stufe 1

5

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 8

Stufe 10

Stufe 14

Stufe 16

Stufe 20