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SAVING THROWS


## MODIFIERS

Charisma

Retainer Recruitment, Loyalty
Constitution


## Common Activities

| Architecture $\begin{array}{\|ll\|} \hline 0 & 0 \\ 0 & 0 \\ 0 & 0 \\ \hline \end{array}$ | Bushcraft $\begin{array}{\|ll\|} \hline 0 & 0 \\ 0 & 0 \\ 0 & 0 \\ \hline \end{array}$ | Climbing $\begin{array}{\|ll\|} \hline 0 & 0 \\ 0 & 0 \\ 0 & 0 \\ \hline \end{array}$ | Language $\begin{array}{\|ll\|} \hline 0 & 0 \\ 0 & 0 \\ 0 & 0 \\ \hline \end{array}$ |
| :---: | :---: | :---: | :---: |
| Open <br> Doors | Search | Sleight of Hand | Sneak <br> Attack |
| 0 0 <br> 0 0 <br> 0 0 | (1)0 0 <br> 0 0 <br> 0 0 | $\left[\begin{array}{ll} 0 & 0 \\ 0 & 0 \\ 0 & 0 \\ \hline \end{array}\right.$ | 0 0 <br> 0 0 <br> 0 0 |
|  | Stealth $\begin{array}{\|ll\|} \hline 0 & 0 \\ 0 & 0 \\ 0 & 0 \\ \hline \end{array}$ | Tinkering $\begin{array}{lll} \hline 0 & 0 \\ 0 & 0 \\ 0 & 0 \\ \hline \end{array}$ |  |
| 0 0 <br> 0 0 <br> 0 0 | 0 0 <br> 0 0 <br> 0 0 | $\begin{array}{ll}0 & 0 \\ 0 & 0 \\ 0 & 0\end{array}$ | $\begin{array}{ll}0 & 0 \\ 0 & 0 \\ 0 & 0\end{array}$ |





