

<p style="text-align: center;"><b><u>Animal Taming Reward</u></b></p> <p>+2 competence bonus on one Handle Animal, Intimidate, or wild empathy check attempted during the adventure. Alternatively, a +2 bonus on one attack roll against an animal or magical beast.</p>	<p style="text-align: center;"><b><u>Animal Taming Reward</u></b></p> <p>+2 competence bonus on one Handle Animal, Intimidate, or wild empathy check attempted during the adventure. Alternatively, a +2 bonus on one attack roll against an animal or magical beast.</p>
<p style="text-align: center;"><b><u>Boasting/Storytelling Reward</u></b></p> <p>+2 competence bonus on one Bluff, Diplomacy, or Intimidate check attempted during the adventure.</p>	<p style="text-align: center;"><b><u>Boasting/Storytelling Reward</u></b></p> <p>+2 competence bonus on one Bluff, Diplomacy, or Intimidate check attempted during the adventure.</p>
<p style="text-align: center;"><b><u>Lore Symposium Reward</u></b></p> <p>+2 competence bonus on one Linguistics or Knowledge check attempted during the adventure.</p>	<p style="text-align: center;"><b><u>Lore Symposium Reward</u></b></p> <p>+2 competence bonus on one Linguistics or Knowledge check attempted during the adventure.</p>
<p style="text-align: center;"><b><u>Obstacle Course Reward</u></b></p> <p>+2 competence bonus on one Dexterity-based skill check attempted during the adventure.</p>	<p style="text-align: center;"><b><u>Obstacle Course Reward</u></b></p> <p>+2 competence bonus on one Dexterity-based skill check attempted during the adventure.</p>
<p style="text-align: center;"><b><u>Sleuthing Reward</u></b></p> <p>+2 competence bonus on one Heal, Perception, or Survival check attempted during the adventure.</p>	<p style="text-align: center;"><b><u>Sleuthing Reward</u></b></p> <p>+2 competence bonus on one Heal, Perception, or Survival check attempted during the adventure.</p>
<p style="text-align: center;"><b><u>Trap Mastery Reward</u></b></p> <p>+2 competence bonus on one Disable Device check or Reflex saving throw attempted during the adventure.</p>	<p style="text-align: center;"><b><u>Trap Mastery Reward</u></b></p> <p>+2 competence bonus on one Disable Device check or Reflex saving throw attempted during the adventure.</p>
<p style="text-align: center;"><b><u>Weight Lifting Reward</u></b></p> <p>+2 competence bonus on one Strength-based skill check, attack roll, or combat maneuver check attempted during the adventure.</p>	<p style="text-align: center;"><b><u>Weight Lifting Reward</u></b></p> <p>+2 competence bonus on one Strength-based skill check, attack roll, or combat maneuver check attempted during the adventure.</p>