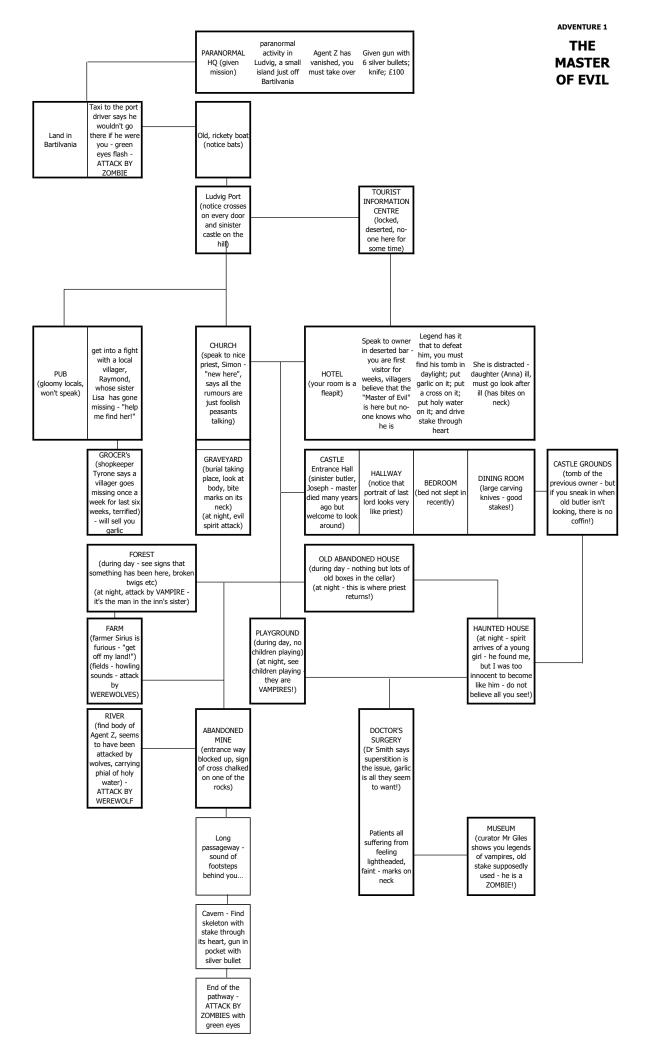
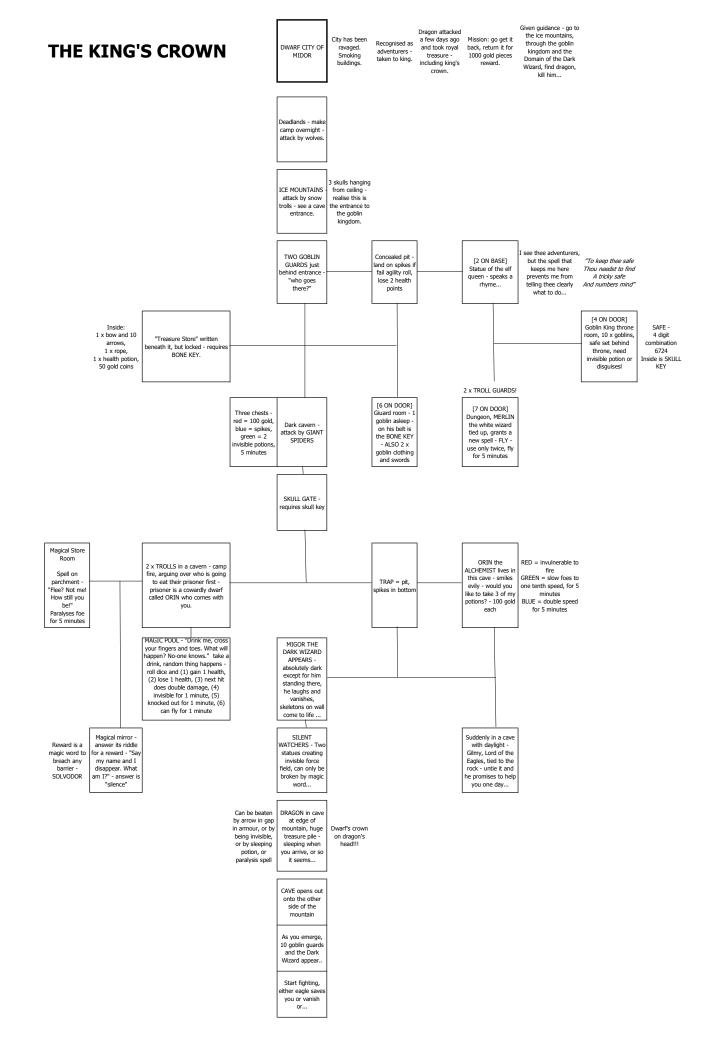
NAME			
<u>ATTRIBUTES</u>			
Strength		Dexterity	
Speed		Charm	
Luck		Intelligence	
Vision		Hearing	
COMBAT SKILLS			
Shooting		Sword / knife	
Hand-to hand		Psionics	
OTHER SKILLS			
Lock picking		Defuse bomb	
Sixth sense		Drive a car	
Fly airplane		Fly helicopter	
Sailing		Acrobatics	
Climbing		Swimming	
Sense paranormal		Telepathy	
EQUIPMENT			
MONEY:			



NAME			
<u>ATTRIBUTES</u>	(START - roll 2 dice to determine each o	ne, maximum starter score 8, maximum ever is 10)	
Strength		Dexterity	
Speed		Charm	
Luck		Intelligence	
Vision		Hearing	
COMBAT SKILLS	(START - roll 2 dice to determine each o	ne, maximum starter score 8, maximum ever is 10)	
Sword		Bow and arrow	
Knife		Hand to hand	
OTHER SKILLS AND SPE	ELLS (START - cho	ose 1 of these skills, roll 1 dice to determine and add 2 $^{\circ}$	to score, max score is 10)
Lock picking		Swimming	
Sixth sense		Climbing	
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			7
EQUIPMENT			
MONEY:			
HERO POINTS:			
(spend 100, to gain 1 point			

(spend 100, to gain 1 point elsewhere - max 10 - or save to 500 for a new magic spell / skill)



ORC GUARD HUT - 2 guards asleep, find yellow key on wall, then captain returns and wakes them up, HIDE! - orc uniforms also here if you can get them

for 1 minute)

gold chest = empty, strange creaking sound, ceiling and walls moving fast towards them...

UNDERGROUND TUNNELS

