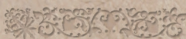




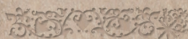
VONTURENBLAD

NAAM VAN JE KARAKTER

BEDENK ER EEN!



VAARDIGHEDEN



KRACHT:

PUNT(EN)

BEHENDIGHEID:

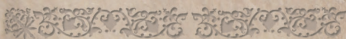
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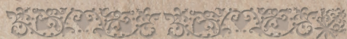
PUNT(EN)

INTELLIGENTIE:

PUNT(EN)

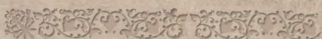


TAS

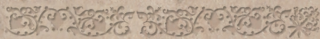


SCHRIJF ALLE VOORWERPEN DIE JE OP JE ROUTE OPPAKT HIER OP EN WIS DEGENE DIE JE KWIJT MOET. ONTHOUD: HET AANTAL VOORWERPEN IN JE TAS MAG NOOIT GROTER ZIJN DAN HET AANTAL KRACHTPUNTEN DAT JE HEBT.

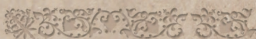
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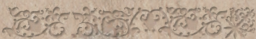
GOLDEN MUNTEN



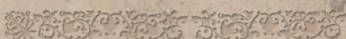
SCHRIJF HIER OP HOEVEEL GOLDEN MUNTEN JE BEZIT.



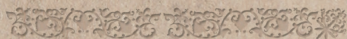
ARMBANDEN VAN DAPPERHEID



SCHRIJF HIER OP HOEVEEL ARMBANDEN VAN DAPPERHEID JE BEZIT.

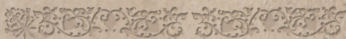


NACHTEN

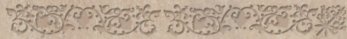


STREEP STEEDS ALS JE DIT PERKAMENT VINDT 1 NACHT DOOR. GA NA 5 NACHTEN NAAR 384.

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GEHEUGEN



VERGEET NIET NOTTIES TE MAKEN. DAT KAN NUTTIG ZIJN!