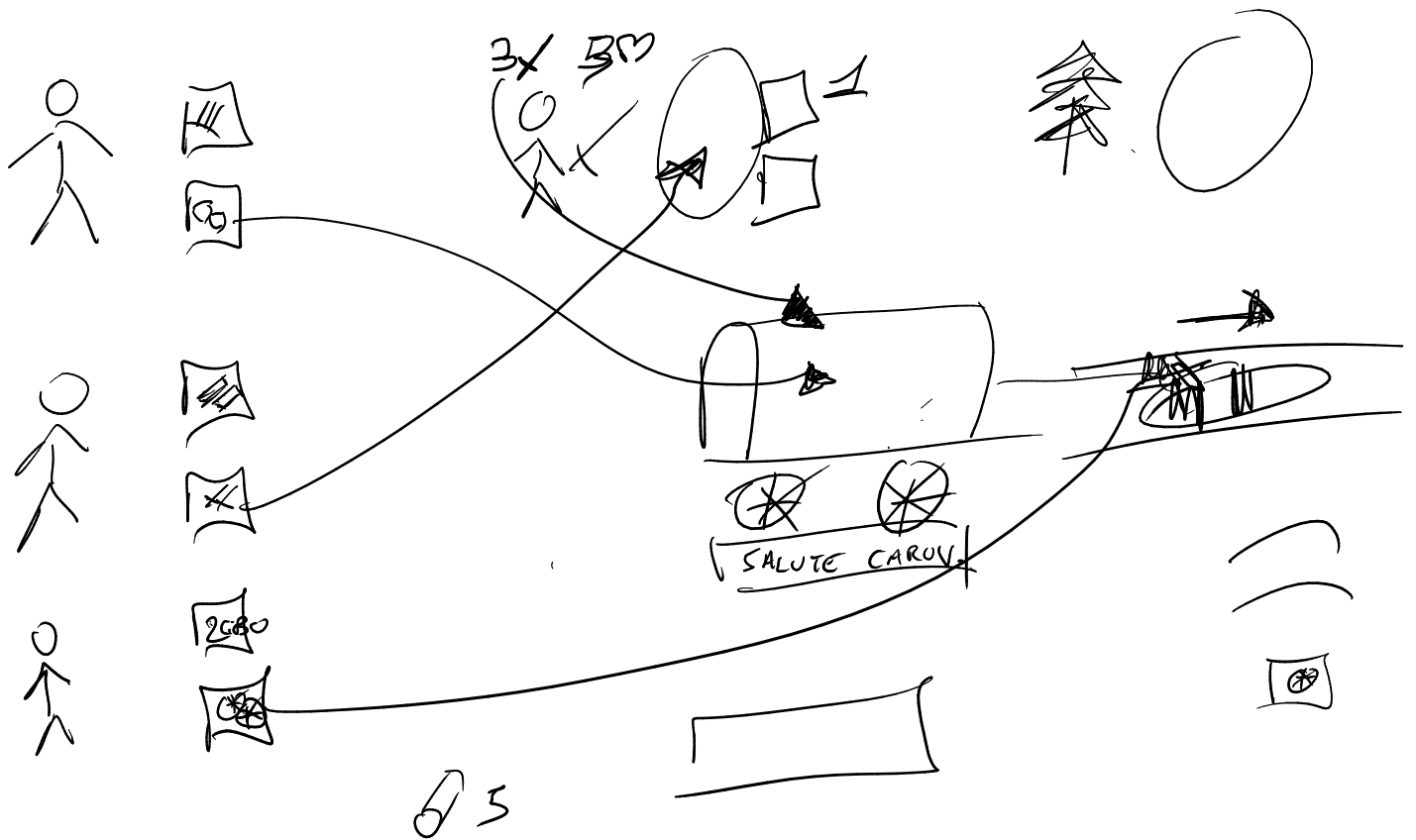


0 + 0 + 0 - 0 - 0 **X** 0 - 0 - 0 - 0 - 0



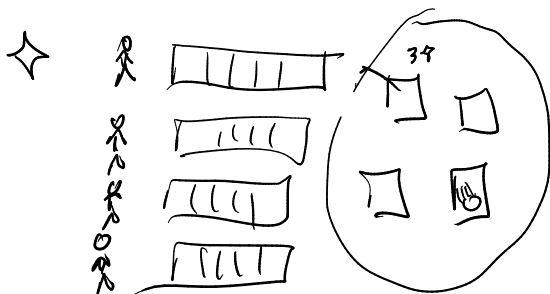
moneta

VITA CAR

→ ⊗ + ⊗

CIBO
20/20

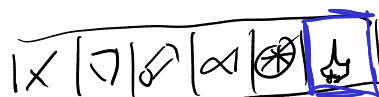
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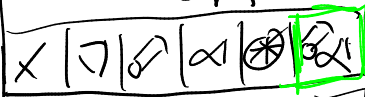
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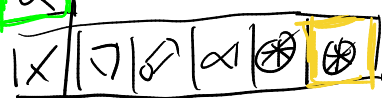
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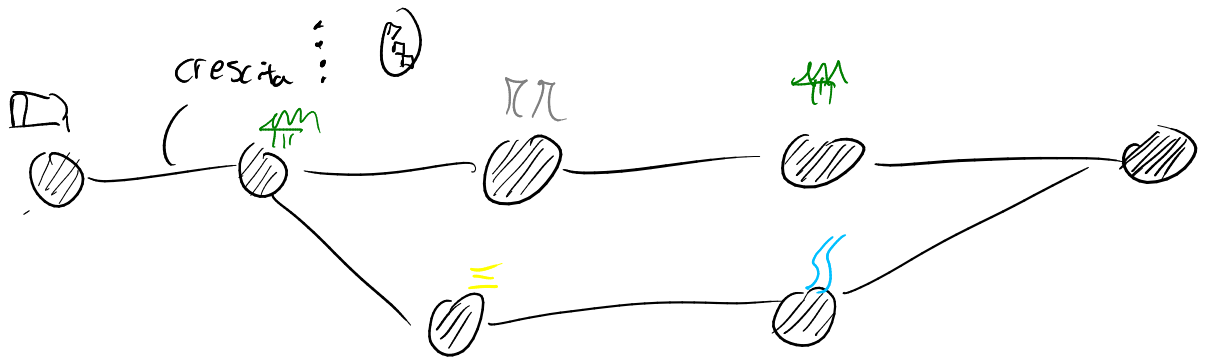


RANGER



INVENTORE





- Sempre Presenti Con Modificatore**
- Strada: spendi ruote per avanzare (vari tipi)
Ponte - spendi legno
 - Nemici: diversi tipi di nemici, da variegare
 - Legno: ottieni legno (in base alla zona c'è un modificatore)
 - Cibo: ottieni cibo
 - Carovana: scudi per difendere
ruota per riparare



Classe Dado 6 Facce

Immagine

Attacco:

Difesa:

Cibo:

Legno:

Ruota:

Effetto Speciale:



Risoluzione

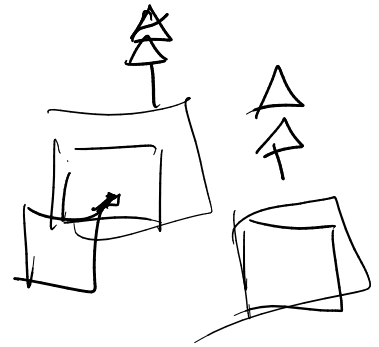
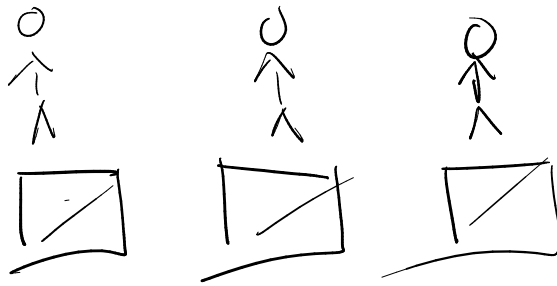
Spazio Azione Nemico

VITA
ATTACCO
POTERI
SPECIALI

BARRA
CAROVANA

BARRA
CIBO

RISORSE
LEGNO



o Action Manager
o
o
o

