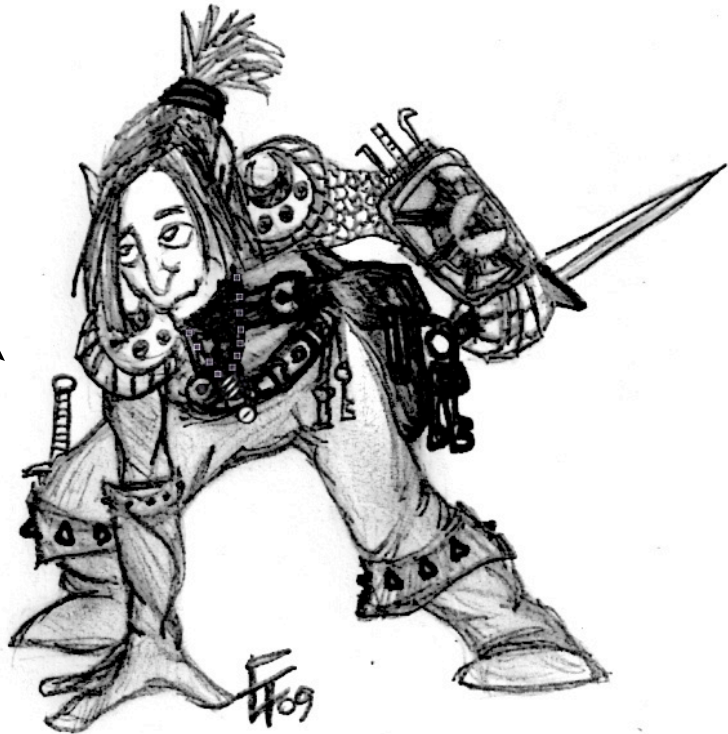


Raiding
tombs and Hunting
relics is fine, but the best
loot comes from
DUNGEONS! Raiding a
dungeon is an art, not a job.
Choose this Exemplar
Template if the thrill of the
Raid is in your blood.



<p align="center">The Dungeon Raider (Exemplar)</p>	<p align="center">Point Cost: 20</p>
<p><i>(Sp) Dungeon Eyes (The Dungeon Raider's Night Eyes is Extended an Additional 6")</i></p> <p><i>(Sp) Expert Dungeoneer (The Dungeon Raider gains a +2 bonus experience points when involved in an adventure that takes place wholly or in part in a Dungeon)</i></p> <p><i>(Sp) Raider's Reflexes (The Dungeon Raider gains a +10 talent Bonus to ALL Initiative Roll)</i></p> <p><i>(Sp) Raider's Re-Roll (The Dungeon Raider may Re-Roll and single 1d20 roll and the result of the second roll stands. He may use the Talent Oncer Per Adventure for Every 100 Build Points he is)</i></p> <p><i>(Sp) Raider's Resolve (The Dungeon Raider +5 Talent Bonus vs ANY Mental or Mind Attack or Effects)</i></p>	<p>World Lore +5</p> <p>Vigor Bonus +5</p>
<p>Prerequisites: (Sp) Relic Hunter's Luck Talent, Delver's Eyes Dungeon Talent, Dungeon Crawl Veteran Dungeon Talent, Creature Lore 5 Ranks, Listen 10 Ranks, Observe 10 Ranks, Pick Lock 10 ranks, Set/ Remove Trap 20 Ranks, Stealth 10 Ranks and World Lore 10 Ranks</p>	<p>Bonus Gear: Luck Stone Charm (see page 210 H/20 fantasy Guidebook)</p>