





# INTRODUCING...



### PLAYER 1: LITTLE GRUFF, THE NINJA-GOAT

STATS: LEVEL: 10 INTELLIGENCE: 2 STRENGTH: 1 AGILITY: 5 LUCK: 2

STRENGTHS: Quick-hoofed and competitive

WEAKNESSES: Shiny objects, paying attention



PLAYER 2:

MIDDLE GRUFF, THE WIZARD-GOAT

STATS: LEVEL: 11 INTELLIGENCE: 6 STRENGTH: 1 AGILITY: 2 LUCK: 2

**STRENGTHS:** Clever and observant

WEAKNESSES: Bossy

#### PLAYER 3:

BIG GRUFF, THE WARRIOR-GOAT

#### STATS:

LEVEL: 12 INTELLIGENCE: 1 STRENGTH: 6 AGILITY: 3 LUCK: 2

STRENGTHS: Determined

WEAKNESSES: Stubborn

## FINAL BOSS

STATS: LEVEL: 49 INTELLIGENCE: ?? STRENGTH: 99 AGILITY: ?? LUCK: ??

STRENGTHS: Strength

WEAKNESSES:



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