


Portrait	Identity	Player Information	300 Points
	Name: <b>Veronica Arnio</b> Title: _____ Religion: _____	Player: <b>Besitzer</b> Campaign: _____ Created On: <b>18.04.2009</b>	Attributes: <b>160</b> Advantages: <b>92</b> Disadvantages: <b>-50</b> Quirks: <b>-4</b> Skills: <b>46</b> Spells: <b>56</b> Race: <b>0</b> Earned: <b>0</b>
Description			
Race: <b>Human</b>	Height: <b>5' 11"</b>	Hair: <b>Black, Wavy, Medium</b>	
Gender: <b>Female</b>	Weight: <b>142 lb</b>	Eyes: <b>Blue</b>	
Age: <b>20</b>	Size: <b>+0</b>	Skin: <b>Light Tan</b>	
Birthday: <b>April 12</b>	TL: <b>3</b>	Hand: <b>Right</b>	

Attributes	Encumbrance, Move & Dodge	Hit Location	Fatigue/Hit Points																																																																																																																														
Strength (ST): <b>12</b> Dexterity (DX): <b>12</b> Intelligence (IQ): <b>14</b> Health (HT): <b>12</b> Will: <b>14</b> Fright Check: <b>14</b> Basic Speed: <b>6</b> Basic Move: <b>6</b> Perception: <b>14</b> Vision: <b>14</b> Hearing: <b>14</b> Taste & Smell: <b>14</b> Touch: <b>14</b> thr: <b>1d-1</b> sw: <b>1d+2</b>	<table border="1"> <thead> <tr> <th>Level</th> <th>Max Load</th> <th>Move</th> <th>Dodge</th> </tr> </thead> <tbody> <tr> <td>None (0)</td> <td>29 lb</td> <td>6</td> <td>11</td> </tr> <tr> <td>• Light (1)</td> <td>58 lb</td> <td>4</td> <td>10</td> </tr> <tr> <td>Medium (2)</td> <td>87 lb</td> <td>3</td> <td>9</td> </tr> <tr> <td>Heavy (3)</td> <td>174 lb</td> <td>2</td> <td>8</td> </tr> <tr> <td>X-Heavy (4)</td> <td>290 lb</td> <td>1</td> <td>7</td> </tr> </tbody> </table> <table border="1"> <thead> <tr> <th colspan="2">Lifting &amp; Moving Things</th> </tr> </thead> <tbody> <tr> <td>Basic Lift:</td> <td>29 lb</td> </tr> <tr> <td>One-Handed Lift:</td> <td>58 lb</td> </tr> <tr> <td>Two-Handed Lift:</td> <td>232 lb</td> </tr> <tr> <td>Shove &amp; Knock Over:</td> <td>348 lb</td> </tr> <tr> <td>Running Shove &amp; Knock Over:</td> <td>696 lb</td> </tr> <tr> <td>Carry On Back:</td> <td>435 lb</td> </tr> <tr> <td>Shift Slightly:</td> <td>1.450 lb</td> </tr> </tbody> </table>	Level	Max Load	Move	Dodge	None (0)	29 lb	6	11	• Light (1)	58 lb	4	10	Medium (2)	87 lb	3	9	Heavy (3)	174 lb	2	8	X-Heavy (4)	290 lb	1	7	Lifting & Moving Things		Basic Lift:	29 lb	One-Handed Lift:	58 lb	Two-Handed Lift:	232 lb	Shove & Knock Over:	348 lb	Running Shove & Knock Over:	696 lb	Carry On Back:	435 lb	Shift Slightly:	1.450 lb	<table border="1"> <thead> <tr> <th>Roll</th> <th>Where</th> <th>-</th> <th>DR</th> </tr> </thead> <tbody> <tr> <td>-</td> <td>Eye</td> <td>-9</td> <td>0</td> </tr> <tr> <td>3-4</td> <td>Skull</td> <td>-7</td> <td>2</td> </tr> <tr> <td>5</td> <td>Face</td> <td>-5</td> <td>0</td> </tr> <tr> <td>6-7</td> <td>R. Leg</td> <td>-2</td> <td>2</td> </tr> <tr> <td>8</td> <td>R. Arm</td> <td>-2</td> <td>2</td> </tr> <tr> <td>9-10</td> <td>Torso</td> <td>0</td> <td>2</td> </tr> <tr> <td>11</td> <td>Groin</td> <td>-3</td> <td>2</td> </tr> <tr> <td>12</td> <td>L. Arm</td> <td>-2</td> <td>2</td> </tr> <tr> <td>13-14</td> <td>L. Leg</td> <td>-2</td> <td>2</td> </tr> <tr> <td>15</td> <td>Hand</td> <td>-4</td> <td>2</td> </tr> <tr> <td>16</td> <td>Foot</td> <td>-4</td> <td>2</td> </tr> <tr> <td>17-18</td> <td>Neck</td> <td>-5</td> <td>0</td> </tr> <tr> <td>-</td> <td>Vitals</td> <td>-3</td> <td>2</td> </tr> </tbody> </table>	Roll	Where	-	DR	-	Eye	-9	0	3-4	Skull	-7	2	5	Face	-5	0	6-7	R. Leg	-2	2	8	R. Arm	-2	2	9-10	Torso	0	2	11	Groin	-3	2	12	L. Arm	-2	2	13-14	L. Leg	-2	2	15	Hand	-4	2	16	Foot	-4	2	17-18	Neck	-5	0	-	Vitals	-3	2	<table border="1"> <thead> <tr> <th colspan="2">Fatigue/Hit Points</th> </tr> </thead> <tbody> <tr> <td>Current FP:</td> <td>_____</td> </tr> <tr> <td>Basic FP:</td> <td><b>12</b></td> </tr> <tr> <td>Tired:</td> <td><b>3</b></td> </tr> <tr> <td>Collapse:</td> <td><b>0</b></td> </tr> <tr> <td>Unconscious:</td> <td><b>-12</b></td> </tr> <tr> <td>Current HP:</td> <td>_____</td> </tr> <tr> <td>Basic HP:</td> <td><b>12</b></td> </tr> <tr> <td>Reeling:</td> <td><b>3</b></td> </tr> <tr> <td>Collapse:</td> <td><b>0</b></td> </tr> <tr> <td>Check #1:</td> <td><b>-12</b></td> </tr> <tr> <td>Check #2:</td> <td><b>-24</b></td> </tr> <tr> <td>Check #3:</td> <td><b>-36</b></td> </tr> <tr> <td>Check #4:</td> <td><b>-48</b></td> </tr> <tr> <td>Dead:</td> <td><b>-60</b></td> </tr> </tbody> </table>	Fatigue/Hit Points		Current FP:	_____	Basic FP:	<b>12</b>	Tired:	<b>3</b>	Collapse:	<b>0</b>	Unconscious:	<b>-12</b>	Current HP:	_____	Basic HP:	<b>12</b>	Reeling:	<b>3</b>	Collapse:	<b>0</b>	Check #1:	<b>-12</b>	Check #2:	<b>-24</b>	Check #3:	<b>-36</b>	Check #4:	<b>-48</b>	Dead:	<b>-60</b>
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Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Advantages</b>			<b>Axe/Mace</b>	<b>14</b>	<b>DX+2</b>	<b>8</b>	<b>B208</b>
<b>Appearance</b> Attractive, +4.	<b>4</b>	<b>B21</b>	<b>Climbing</b>	<b>10</b>	<b>DX-1</b>	<b>1</b>	<b>B183</b>
<b>Clerical Investment</b>	<b>5</b>	<b>B43</b>	<b>Diagnosis/TL3</b>	<b>13</b>	<b>IQ-1</b>	<b>2</b>	<b>B187</b>
<b>Holy Might</b> Power Modifier (Holy), -10%.		<b>DF1:22</b>	<b>Esoteric Medicine (Holy)</b>	<b>14</b>	<b>Per+0</b>	<b>4</b>	<b>B192</b>
<b>True Faith</b> Turning, +65%.	<b>23</b>	<b>B94</b>	<b>Exorcism</b>	<b>14</b>	<b>Will+0</b>	<b>4</b>	<b>B193</b>
<b>Power Investiture 6</b>	<b>60</b>	<b>B77</b>	<b>First Aid/TL3</b>	<b>15</b>	<b>IQ+1</b>	<b>2</b>	<b>B195</b>
<b>Disadvantages</b>			<b>Hidden Lore (Undead)</b>	<b>13</b>	<b>IQ-1</b>	<b>1</b>	<b>B199</b>
<b>Alcohol Intolerance</b>	<b>-1</b>	<b>B165</b>	<b>Hiking</b>	<b>11</b>	<b>HT-1</b>	<b>1</b>	<b>B200</b>
<b>Charitable</b> CR: 12 (Quite Often).	<b>-15</b>	<b>B125</b>	<b>Innate Attack (Projectile)</b>	<b>14</b>	<b>DX+2</b>	<b>4</b>	<b>B201</b>
<b>Delusions</b> Luck always smiles upon us	<b>-1</b>	<b>B164</b>	<b>Meditation</b>	<b>12</b>	<b>Will-2</b>	<b>1</b>	<b>B207</b>
<b>Honesty</b> CR: 12 (Quite Often).	<b>-10</b>	<b>B138</b>	<b>Occultism</b>	<b>13</b>	<b>IQ-1</b>	<b>1</b>	<b>B212</b>
<b>Nervous Stomach</b>	<b>-1</b>	<b>B165</b>	<b>Public Speaking</b>	<b>13</b>	<b>IQ-1</b>	<b>1</b>	<b>B216</b>
<b>Selfless</b> CR: 12 (Quite Often).	<b>-5</b>	<b>B153</b>	<b>Religious Ritual (Tymora)</b>	<b>12</b>	<b>IQ-2</b>	<b>1</b>	<b>B217</b>
<b>Sense of Duty</b> Friends & Companions	<b>-5</b>	<b>B153</b>	<b>Scrounging</b>	<b>14</b>	<b>Per+0</b>	<b>1</b>	<b>B218</b>
<b>Truthfulness</b> CR: 12 (Quite Often).	<b>-5</b>	<b>B159</b>	<b>Search</b>	<b>13</b>	<b>Per-1</b>	<b>1</b>	<b>B219</b>
<b>Vow</b> Give 10% of income to charity	<b>-1</b>	<b>B165</b>	<b>Shield (Shield)</b>	<b>14</b>	<b>DX+2</b>	<b>4</b>	<b>B220</b>
<b>Vow (No edged Weapons)</b>	<b>-10</b>	<b>B161</b>	<b>Sling</b>	<b>12</b>	<b>DX+0</b>	<b>4</b>	<b>B221</b>
<b>Languages</b>			<b>Stealth</b>	<b>10</b>	<b>DX-1</b>	<b>1</b>	<b>B222</b>
<b>Language: Common</b> Native, -6; Spoken (Native), +3; Written (Native), +3.	<b>0</b>	<b>B24</b>	<b>Surgery/TL3</b>	<b>12</b>	<b>IQ-2</b>	<b>2</b>	<b>B223</b>
			<b>Teaching</b>	<b>13</b>	<b>IQ-1</b>	<b>1</b>	<b>B224</b>
			<b>Theology (Tymora)</b>	<b>12</b>	<b>IQ-2</b>	<b>1</b>	<b>B226</b>

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Affect Spirits</b>	<b>Regular</b> Necromancy	<b>4</b> 2	<b>2 sec</b> 1 min	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M151</b>
<b>Astral Vision</b>	<b>Regular</b> Knowledge/Necrom	<b>4</b> 2	<b>1 sec</b> 1 min	<b>17</b>	<b>IQ-3</b>	<b>1</b>	<b>M105</b>
<b>Aura</b>	<b>Info</b> Knowledge	<b>3</b> -	<b>1 sec</b> Instant	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M101</b>

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Awaken</b>	<b>Area</b> Healing	<b>1</b> -	<b>1 sec</b> Permanent	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M90</b>
<b>Banish</b>	<b>Special</b> Necromancy	<b>1 per 10 CP</b> -	<b>5 sec</b> Permanent	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M156</b>
<b>Bind Spirit</b>	<b>Regular</b> Necromancy	<b>Varies</b> -	<b>5 min</b> Permanent	<b>17</b>	<b>IQ-3</b>	<b>1</b>	<b>M158</b>
<b>Bless</b>	<b>Regular</b> Meta	<b>10/50/500</b> -	<b>min=cost</b> Varies	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M129</b>
<b>Cleansing</b>	<b>Regular</b> Healing	<b>2 / 4 / 6</b> -	<b>3 sec</b> Permanent	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M94</b>
<b>Command</b>	<b>Blocking</b> Mind Control	<b>2</b> -	<b>1 sec</b> Instant	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M136</b>
<b>Command Spirit</b>	<b>Regular</b> Necromancy	<b>1 per 10 CP</b> Half	<b>2 sec</b> 1 min	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M153</b>
<b>Continual Sunlight</b>	<b>Area</b> Light	<b>3</b> -	<b>1 sec</b> 2d days	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M114</b>
<b>Curse</b>	<b>Regular</b> Meta	<b>3/10/20</b> -	<b>2/4/6 sec</b> Varies	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M129</b>
<b>Detect Magic</b>	<b>Regular</b> Knowledge	<b>2</b> -	<b>5 sec</b> Instant	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M101</b>
<b>Dispel Magic</b>	<b>Area</b> Meta	<b>3</b> -	<b>sec=cost</b> Permanent	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M126</b>
<b>Dispel Possession</b>	<b>Regular</b> Communication	<b>10</b> -	<b>10 sec</b> Instant	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M49</b>
<b>Entrap Spirit</b>	<b>Special</b> Necromancy	<b>Varies</b> Varies	<b>1 sec</b> 5 min	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M157</b>
<b>Final Rest</b>	<b>Regular</b> Healing/Necromancy	<b>20</b> -	<b>10 min</b> Permanent	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M89</b>
<b>Great Healing</b>	<b>Regular</b> Healing	<b>20</b> -	<b>1 min</b> Permanent	<b>17</b>	<b>IQ-3</b>	<b>1</b>	<b>M91</b>
<b>Healing Slumber</b>	<b>Regular</b> Healing	<b>6 or 10</b> -	<b>30 sec</b> Up to 8 hrs	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M94</b>
<b>Instant Neutralize Poison</b>	<b>Regular</b> Healing	<b>8</b> -	<b>1 sec</b> Permanent	<b>17</b>	<b>IQ-3</b>	<b>1</b>	<b>M92</b>
<b>Instant Regeneration</b>	<b>Regular</b> Healing	<b>80</b> -	<b>1 sec</b> Permanent	<b>17</b>	<b>IQ-3</b>	<b>1</b>	<b>M93</b>
<b>Instant Restoration</b>	<b>Regular</b> Healing	<b>50</b> -	<b>1 sec</b> Permanent	<b>17</b>	<b>IQ-3</b>	<b>1</b>	<b>M93</b>
<b>Lend Energy</b>	<b>Regular</b> Healing	<b>1/pt</b> -	<b>1 sec</b> Permanent	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M89</b>
<b>Lend Vitality</b>	<b>Regular</b> Healing	<b>1/pt</b> -	<b>1 sec</b> 1 hour	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M89</b>
<b>Magic Resistance</b>	<b>Regular</b> Meta	<b>1-5</b> Same	<b>3 sec</b> 1 min	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M123</b>
<b>Major Healing</b>	<b>Regular</b> Healing	<b>1-4</b> -	<b>1 sec</b> Permanent	<b>17</b>	<b>IQ-3</b>	<b>1</b>	<b>M91</b>
<b>Minor Healing</b>	<b>Regular</b> Healing	<b>1-3</b> -	<b>1 sec</b> Permanent	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M91</b>
<b>Neutralize Poison</b>	<b>Regular</b> Healing	<b>5</b> -	<b>30 sec</b> Permanent	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M92</b>
<b>Pentagram</b>	<b>Special</b> Meta	<b>1/sq foot</b> -	<b>1 sec/sq foot</b> Permanent	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M124</b>
<b>Recover Energy</b>	<b>Special</b> Healing	<b>0</b> 0	<b>1 sec</b> Special	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M89</b>
<b>Regeneration</b>	<b>Regular</b> Healing	<b>20</b> -	<b>1 min</b> Permanent	<b>17</b>	<b>IQ-3</b>	<b>1</b>	<b>M93</b>
<b>Relieve Paralysis</b>	<b>Regular</b> Healing	<b>Varies</b> Same	<b>10 sec</b> 1 min	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M93</b>
<b>Remove Curse</b>	<b>Regular</b> Meta	<b>20</b> -	<b>1 hr</b> Permanent	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M126</b>
<b>Repel Spirits</b>	<b>Area</b> Necromancy	<b>4</b> Half	<b>10 sec</b> 1 hr	<b>18</b>	<b>IQ-2</b>	<b>1</b>	<b>M158</b>
<b>Ressurrection</b>	<b>Regular</b> Healing/Necromancy	<b>300</b> -	<b>2 Hours</b> Permanent	<b>17</b>	<b>IQ-3</b>	<b>1</b>	<b>M94</b>

Spells	Class	Mana Cost	Time	SL	RSL	Pts	Ref
<b>Restoration</b>	<b>Regular</b> Healing	<b>15</b> -	<b>1 min</b> Permanent	17	IQ-3	1	M93
<b>Restore Hearing</b>	<b>Regular</b> Healing	<b>Varies</b> Half	<b>5 sec</b> 1 Hour	18	IQ-2	1	M92
<b>Restore Sight</b>	<b>Regular</b> Healing	<b>Varies</b> Half	<b>5 sec</b> 1 hour	18	IQ-2	1	M92
<b>Restore Speech</b>	<b>Regular</b> Healing	<b>5</b> 3	<b>5 sec</b> 1 Hour	18	IQ-2	1	M93
<b>Sanctuary</b>	<b>Special</b> Gate	<b>5</b> Same	<b>10 sec</b> 1 hr	17	IQ-3	1	M86
<b>Sense Spirit</b>	<b>Info/Area</b> Necromancy	<b>1/2 (min 1)</b> -	<b>1 sec</b> Instant	18	IQ-2	1	M149
<b>Share Vitality</b>	<b>Regular</b> Healing	<b>None</b> -	<b>1 sec/HP</b> Permanent	18	IQ-2	1	M90
<b>Silence</b>	<b>Area</b> Sound	<b>2</b> Half	<b>1 sec</b> 1 min	18	IQ-2	1	M171
<b>Stone to Flesh</b>	<b>Regular</b> Earth	<b>10</b> -	<b>5 sec</b> Permanent	18	IQ-2	1	M53
<b>Stop Bleeding</b>	<b>Regular</b> Healing	<b>1 or 10</b> -	<b>1 sec</b> Permanent	18	IQ-2	1	M91
<b>Stop Paralysis</b>	<b>Regular</b> Healing	<b>1 or 2</b> -	<b>1 sec</b> Permanent	18	IQ-2	1	M93
<b>Stop Spasm</b>	<b>Regular</b> Healing/Body Control	<b>1</b> -	<b>1 sec</b> Permanent	18	IQ-2	1	M35
<b>Strengthen Will</b>	<b>Regular</b> Mind Control	<b>1/pt of Will increase</b> Half	<b>1 sec</b> 1 min	18	IQ-2	1	M136
<b>Summon Spirit</b>	<b>Info</b> Necromancy	<b>20</b> 10	<b>5 min</b> 1 min	18	IQ-2	1	M150
<b>Sunbolt</b>	<b>Missile</b> Light	<b>1-3xMagery</b> -	<b>1-3 sec</b> Instant	18	IQ-2	1	M114
<b>Sunlight</b>	<b>Area</b> Light	<b>2</b> Half	<b>1 sec</b> 1 min	18	IQ-2	1	M114
<b>Suspend Curse</b>	<b>Regular</b> Meta	<b>10</b> 10	<b>1 min</b> 10 min	18	IQ-2	1	M125
<b>Thunderclap</b>	<b>Regular</b> Sound	<b>2</b> -	<b>1 sec</b> Instant	18	IQ-2	1	M171
<b>Turn Spirit</b>	<b>Regular</b> Necromancy	<b>4</b> 2	<b>1 sec</b> 10 sec	18	IQ-2	1	M151
<b>Turn Zombie</b>	<b>Area</b> Necromancy	<b>2</b> -	<b>4 sec</b> Turned undead will avoid caster for 1 day	18	IQ-2	1	M152
<b>Watchdog</b>	<b>Area</b> Protection	<b>1</b> Same	<b>10 sec</b> 10 hrs	18	IQ-2	1	M167

Melee Weapons			Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Mace</b>			<b>Swung</b>	14	12U	No	1d+5 cr	1	12
<b>Medium Shield</b>				14	No	12	1d-1 cr	1	0
<b>Natural</b>			<b>Kick</b>	10	No		1d-1 cr	C,1	
<b>Natural</b>			<b>Kick w/Boots</b>	10	No		1d cr	C,1	
<b>Natural</b>			<b>Punch</b>	12	11		1d-2 cr	C	

Ranged Weapons			Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rd	ST
<b>Mace</b>				8	1	1d+5 cr	6/12	1	T(1)	-4		12
<b>Sling</b>				12	0	1d+2 pi	72/120	1	1(2)	-4		6
<b>Sunbolt</b>				8	2	1d-1 imp/point	75/150					

Equipment (55,76 lb; \$1.000)			?	#	\$	Lb	\$	Lb	Ref
<b>Boots</b>			E	1	80	3	80	3	B284
<b>Heavy Leather Leggings</b>			E	1	60	4	60	4	B283
<b>Heavy Leather Sleeves</b>			E	1	50	2	50	2	B283
<b>Holy Symbol, Blessed</b> +1 to Exorcism, True Faith, etc (Not spells); Power Item: 4 FP			E	1	250	1	250	1	DF1:26
<b>Leather Armor</b>			E	1	100	10	100	10	B283
<b>Leather Gloves</b>			E	1	30	0	30	0	B284
<b>Mace</b>			E	1	50	5	50	5	B271

Equipment (55,76 lb; \$1.000)		?	#	\$	Lb	\$	L b	Ref
▽	<b>Backpack, Small</b> 40 lb	E	1	60	3	260	13	B288
	<b>Healer's Kit (Holy)</b> Basic EQ for Esoteric Medicine (Holy). +1 to First Aid.	E	1	200	10	200	10	DF1:26
	<b>Medium Shield</b>	E	1	60	15	60	15	B287
▽	<b>Pouch</b> 3 lb small items	E	1	10	0,2	40	2,26	DF1:23
	<b>Copper Farthing</b>	E	5	1	0,008	5	0,04	B264
	<b>Silver Coin</b>	E	5	4	0,004	20	0,02	B264
	<b>Personal Basics</b> Basic EQ for individual Survival	E	1	5	1	5	1	DF1:23
	<b>Sling Stone</b>	E	20	0	0,05	0	1	B276
	<b>Sling</b>	E	1	20	0,5	20	0,5	B276

Notes