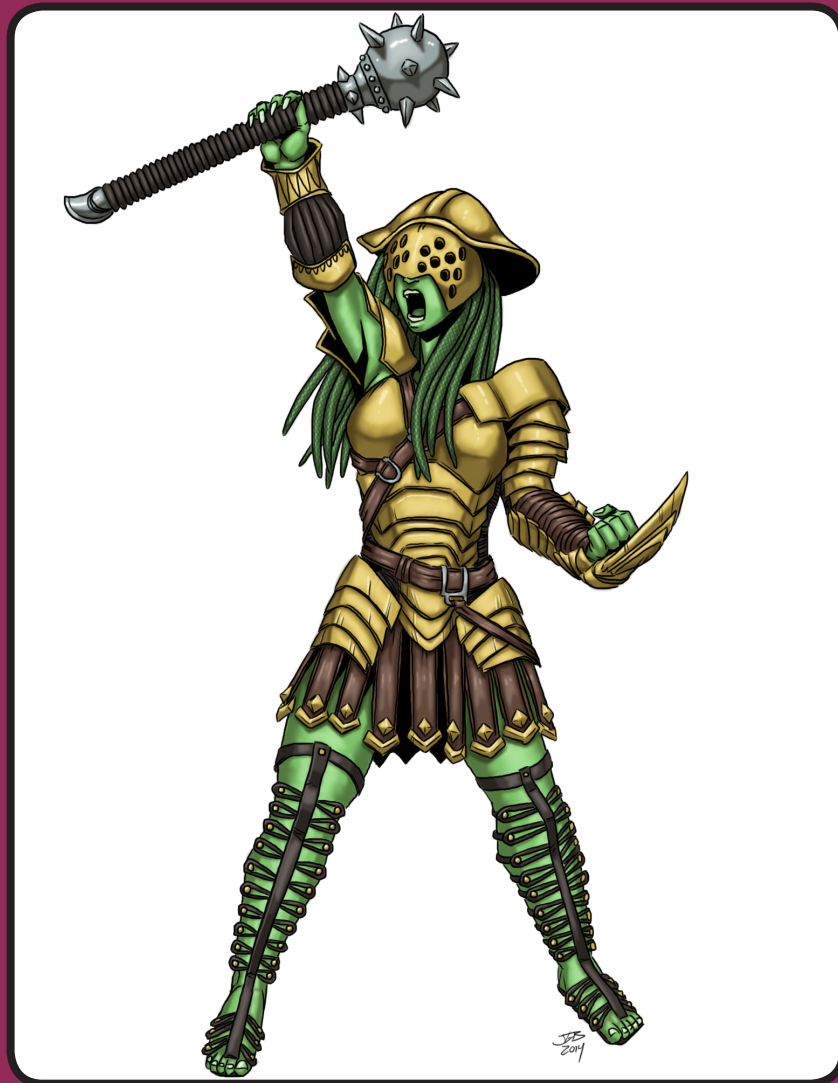


Warrior Prestige Archetype

Pit Fighter



Carl Cramér



Prestige Archetype

The Pit Fighter

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Introduction

A prestige archetype is a prestige class turned into a normal 20-level class, similar to an archetype or alternate class.

The goal when making these prestige archetypes has been to capture the flavor of the prestige class rather than to make an exact copy of how it would normally be. Attack bonuses, hit dice, class skills, spells, and class features have been unified and spread evenly over levels. This means that most prestige archetypes have their prestige abilities spread over the entire 20 level spread. Unlike how prestige classes normally work, these archetypes have a few complete class abilities rather than many abilities limited to a low level. In some cases, you get the choice of one of several class abilities rather than stymied versions of all the abilities.

A prestige archetype generally has elements of one or more regular character classes, to represent how prestige prerequisites were met and character development after the prestige class has ended. Sometimes there is more than one class that naturally leads itself to a particular prestige class, which can lead to several different prestige archetypes for different combinations. A few are not built on a regular class, instead expanding the idea behind the prestige class to a full 20 levels.

Prestige vs. Archetype

One thing about prestige classes is that you grow into them - they can represent special training opportunities that the character did not know existed. Prestige archetypes don't do this; you play a prestige archetype from level one. In this case I'd suggest using the retraining rules - the character retrains those abilities that differ between his old class and the new prestige archetype. Or, if this feels cumbersome, simply change the class abilities and say the sudden change is a result of special training. This should generally work fine at lower levels, the more experienced the character is and the more abilities it has, the greater the disconnect when those abilities change. GMs wanting this kind of plot are advised to present such options early on in a campaign.

Pit Fighter

This prestige archetype is all about performance combat from *Pathfinder Roleplaying Game Ultimate Combat* and needs these rules to function properly.

Any good pit fighter will tell you, it doesn't matter how well you fight—all the crowd cares about is blood, and they don't care if it's yours or the other guy's. So if you want to survive your time in the pit, make sure the people get their blood, and lots of it. If you're lucky enough, the audience will be on your side, you'll feel the roar of the crowd pounding in your chest, and nothing can stop you.

While pit fighters' lives might seem defined by their profession, some do manage to escape the pits, either by winning their freedom in battle or by breaking their chains in the night. Though they may no longer be pit fighters by profession, they will always be pit fighters at heart, and often long for the excitement of battle and the roar of the crowd years after they've officially retired.

Prestige Class: Pit fighter

Table 11.1 - Pit Fighter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Fast movement, rage
2nd	+2	+3	+0	+0	Poor equipment, showmanship 1/day
3rd	+3	+3	+1	+1	Trap sense +1
4th	+4	+4	+1	+1	Arena weapon expertise +1
5th	+5	+4	+1	+1	Weapon trick
6th	+6/+1	+5	+2	+2	Roar of the crowd, trap sense +2
7th	+7/+2	+5	+2	+2	Damage reduction 1/—
8th	+8/+3	+6	+2	+2	Showmanship 2/day
9th	+9/+4	+6	+3	+3	Trap sense +3
10th	+10/+5	+7	+3	+3	Arena weapon expertise +2, Damage reduction 2/—
11th	+11/+6/+1	+7	+3	+3	Greater rage
12th	+12/+7/+2	+8	+4	+4	Trap sense +4, tricky assault
13th	+13/+8/+3	+8	+4	+4	Damage reduction 3/—
14th	+14/+9/+4	+9	+4	+4	Greater roar of the crowd, showmanship 3/day
15th	+15/+10/+5	+9	+5	+5	Trap sense +5
16th	+16/+11/+6/+1	+10	+5	+5	Arena weapon expertise +3, damage reduction 4/—,
17th	+17/+12/+7/+2	+10	+5	+5	Tireless rage
18th	+18/+13/+8/+3	+11	+6	+6	Brutal trick, trap sense +6
19th	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/—
20th	+20/+15/+10/+5	+12	+6	+6	Mighty rage

Build Class: Barbarian.

Role: The pit fighter is a stylish and brutal combatant who fights for style even when there is no crowd around. On a team, he keeps the strongest melee enemies occupied, but is still out to show off.

Alignment: Any non-lawful. The pit fighter might be addicted to the cheer of the crowd, but he is not there by his own devices and generally hates those who put and keep him there.

Hit Die: d12.

Starting Gold: 3d6 x 10 gp (105 gp average).

Class Skills

The pit fighter's class skills (and the key ability for each) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Perception (Wis), Perform (Cha), and Swim (Str).

Skill Ranks Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the pit fighter.

Weapon and Armor Proficiency: A pit fighter is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Fast Movement (Ex): A pit fighter's land speed is faster than the norm for her race by +10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the pit fighter's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the pit fighter's land speed.

Rage (Ex): A pit fighter can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a pit fighter can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a pit fighter can rage per day. A pit fighter can enter rage as a free action. The total number of rounds of rage per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a pit fighter gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the pit fighter 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a pit fighter cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A pit fighter can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A pit fighter cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a pit fighter falls unconscious, her rage immediately ends, placing her in peril of death.

Poor Equipment (Ex): Pit fighters are often forced to fight with poorly maintained equipment. At 2nd level, a pit fighter can spend a swift action to ignore the broken condition of a single weapon or piece of armor he wields

or wears for the remainder of the encounter. The selected weapon or piece of armor is treated in all ways as though it did not have the broken condition, though its hit points remain unchanged. The pit fighter can affect only one item at a time with this ability; if he selects a second item, the first immediately regains the broken condition.

Showmanship (Ex): Once per day at 2nd level, a pit fighter can treat a regular combat as a performance combat, with the crowd's starting attitude being indifferent. He makes performance checks, may use performance feats, and takes bonuses or penalties based on the crowd's reaction as normal, even if there is no crowd actually watching the fight. Only the pit fighter is affected by this ability. Activating this ability is a swift action. The encounter's CR determines the DC of the pit fighter's performance checks, as summarized in the table below.

Starting or Current Attitude	DC to Improve Attitude
Hostile	15 + CR
Unfriendly	10 + CR
Indifferent	5 + CR
Friendly	10 + CR
Helpful	15 + CR

The pit fighter can use this ability one additional time per day for every six levels after level 2.

Trap Sense (Ex): At 3rd level, a pit fighter gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses increase by +1 every three pit fighter levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Arena Weapon Expertise (Ex): At 4th level, when using a weapon with the performance quality, a pit fighter gains a +1 bonus on damage rolls and on attack rolls made to confirm critical hits. This bonus increases to +2 at 10th level and to +3 at 16th level.

Weapon Trick (Ex): At 5th level, a pit fighter gains Improved Dirty Trick as a bonus feat, and can use any weapon with the performance quality to perform a dirty trick combat maneuver. Once per round when the pit fighter performs a dirty trick maneuver against an enemy, he may deal damage to the enemy as if he had struck it with his normal melee attack. The pit fighter

must be wielding a weapon and have at least one hand free to use this ability.

If the pit fighter already knows this or a later bonus feat gained as a class feature, he may pick a combat feat whose prerequisites he fulfills as a replacement.

Roar of the Crowd (Ex): At 6th level, the roar of applause spurs a pit fighter on to greater acts of violence and brutality. When fighting a performance combat, the pit fighter does not count a round against the daily limit on rage during any round in which the crowd's attitude toward him is helpful. This is in addition to the normal bonuses the crowd's attitude provides. If, after using this ability, the crowd's attitude ever drops to unfriendly or hostile, the pit fighter becomes fatigued. He remains fatigued for as long as the crowd remains unfriendly or hostile or until the end of the combat, whichever comes first.

Damage Reduction (Ex): At 7th level, a pit fighter gains damage reduction. Subtract 1 from the damage the pit fighter takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every three pit fighter levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Greater Rage (Ex): At 11th level, when a pit fighter enters rage, the morale bonus to her Strength and Constitution increases to +6 and the morale bonus on her Will saves increases to +3.

Tricky Assault (Ex): At 12th level, a pit fighter gains Quick Dirty Trick as a bonus feat. This allows the pit fighter to perform a single dirty trick combat maneuver in place of one of his melee attacks on his turn. He must choose the melee attack with the highest base attack bonus to make the dirty trick combat maneuver.

Greater Roar of the Crowd (Ex): At 14th level, the crowd's effect on a pit fighter grows even more pronounced. The pit fighter may enter and maintain a rage so long as the crowd's attitude toward him is friendly or better. Additionally, after using this ability, the pit fighter does not become fatigued until the crowd's attitude becomes hostile.

Brutal Trick (Ex): At 18th level, a pit fighter gains Greater Dirty Trick as a bonus feat. In addition, a creature that spends a standard action to remove a condition

applied by the pit fighter's dirty trick combat maneuver provokes an attack of opportunity from the pit fighter.

Tireless Rage (Ex): Starting at 17th level, a pit fighter no longer becomes fatigued at the end of her rage.

Mighty Rage (Ex): At 20th level, when a pit fighter enters rage, the morale bonus to her Strength and Constitution increases to +8 and the morale bonus on her Will saves increases to +4.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever he gains a class level of pit fighter, the following races have the option of choosing an alternate bonus depending on their race.

Dwarf: Add +1/4 to a performance combat check the pit fighter makes when using one of the following weapons: battleaxe, heavy pick, warhammer, any weapon with dwarven in its name. This functions only during performance combat, and only when the crowd is friendly or helpful.

Elf: Add +1/4 to a performance combat check the pit fighter makes when using one of the following weapons: longsword, longbow (including composite), rapier, shortbow (including composite), any weapon with elven in its name. This functions only during performance combat, and only when the crowd is friendly or helpful.

Gnome: Add +1/4 to Intimidate checks the pit fighter makes while engaged in performance combat against a Medium or larger foe. This functions only during performance combat, and only when the crowd is friendly or helpful.

Half-Elf: Gain 1/6 of a performance combat feat.

Half-Medusa: Gain 1/6 of uncanny dodge (as the barbarian ability). After gaining uncanny dodge, continuing to gain this benefit grants improved uncanny dodge (as the barbarian ability) after an additional 6 selections. These function only during performance combat, and only when the crowd is friendly or helpful.

Half-Orc: Add +1/4 to the number of times per day the pit fighter may use their orc ferocity racial ability. These function only during performance combat, and only when the crowd is friendly or helpful.

Halfling: Add +1/6 dodge bonus to the pit fighter's Armor Class against Medium or larger foes while engaged in performance combat, but only when the crowd is friendly or helpful.

Human: Gain 1/6 of a performance combat feat.

Sample Pit Fighter Characters

Below is a sample pit fighter player character created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Ssselene

"Even when there is no other crowd but the gods, I fight for glory."

Ssselene (CR 1/2; XP 200)

Female half-medusa pit fighter 1

CG Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +5

Defense

AC 14, touch 12, flat-footed 12

(+2 armor, +2 Dex)

hp 15 (1d12+3)

Fort +4, **Ref** +2, **Will** +1

Offense

Speed 40 ft.

Melee morningstar +3 (1d8+3) or dagger +3 (1d4+2/19-20) or spiked gauntlet +3 (1d4+2) or morningstar +1 (1d8+2), spiked gauntlet +1 (1d4+1) or dagger +1 (1d4+1/19-20)

Ranged light crossbow +3 (1d8/19-20) or dagger +3 (1d4+2/19-20)

Special Attacks rage (6 rounds/day)

Raging Statistics

AC 12, touch 10, flat-footed 10; **hp** 17; **Fort** +6, **Will** +3; **Melee** morningstar +5 (1d8+6) or dagger +5 (1d4+4/19-20) or spiked gauntlet +5 (1d4+4) or morningstar +3 (1d8+4), spiked gauntlet +3 (1d4+2) or dagger +3 (1d4+2/19-20); **Ranged** dagger +3 (1d4+4/19-20); **Str** 18, **Con** 19; **CMB** +5.

Statistics

Str 14, **Dex** 15, **Con** 15, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +1; **CMB** +3; **CMD** 15

Feats Two-Weapon Fighting

Skills Acrobatics +6 (+10 jumping), Intimidate +7, Perception +5, Perform (dance) +5; **Racial Modifiers** +2 Intimidate, +2 Perception

Languages Common, Medusa

SQ fast movement, hypnotic, medusa blood, snake eyes, snake hair

Gear lamellar cuirass^{UE}, morningstar, spiked gauntlet, dagger, light crossbow with 10 bolts, backpack, bedroll, belt pouch, flint and steel, hemp rope (50 ft.), sack, torch (2), trail rations (5 days), traveler's outfit, waterskin, weapon cord^{UE}, whetstone, wrist sheath^{UE}, 1 pp, 18

gp, 10 sp, 18 cp

Ssselene (CR 4; XP 1,200)

Female half-medusa pit fighter 5

CG Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +9

Defense

AC 18, touch 12, flat-footed 16

(+6 armor, +2 Dex)

hp 53 (5d12+15)

Fort +6, **Ref** +3, **Will** +2

Defensive Abilities trap sense +1

Offense

Speed 30 ft.

Melee mwk morningstar +9 (1d8+3) or mwk spiked gauntlet +8 (1d4+2) or dagger +7 (1d4+2/19-20) or mwk morningstar +7 (1d8+2), mwk spiked gauntlet +6 (1d4+1) or dagger +5 (1d4+1/19-20)

Ranged light crossbow +7 (1d8/19-20) or dagger +7 (1d4+2/19-20)

Special Attacks arena weapon expertise +1, rage (14 rounds/day), weapon trick

Raging Statistics

AC 16, touch 10, flat-footed 14; **hp** 63; **Fort** +8, **Will** +4; **Melee** mwk morningstar +11 (1d8+6) or mwk spiked gauntlet +10 (1d4+4) or dagger +9 (1d4+4/19-20) or mwk morningstar +9 (1d8+4), mwk spiked gauntlet +8 (1d4+2) or dagger +7 (1d4+2/19-20); **Ranged** dagger +7 (1d4+4/19-20); **Str** 19, **Con** 19; **CMB** +9.

Statistics

Str 15, **Dex** 15, **Con** 15, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +5; **CMB** +7 (+9 dirty trick); **CMD** 19 (21 vs. dirty trick)

Feats Improved Dirty Trick^{APG}, Performance Weapon Mastery^{UC}, Two-Weapon Fighting, Weapon Focus (morningstar)

Skills Acrobatics +7, Intimidate +11, Perception +9, Perform (dance) +9; **Racial Modifiers** +2 Intimidate +2 Perception

Languages Common, Medusa

SQ fast movement, hypnotic, medusa blood, poor equipment, showmanship 1/day, snake eyes, snake hair

Combat Gear oil of magic weapon (2), potion of cure light wounds (2), potion of jump (2), potion of shield of faith (2); **Other Gear** masterwork breastplate, masterwork morningstar, masterwork spiked gauntlet, dagger, light crossbow with 20 bolts, bedroll, belt pouch, flint and steel, handy haversack, hemp rope (50 ft.), sack, torch (2), trail rations (5 days), traveler's outfit, waterskin,

weapon cord^{UE}, whetstone, wrist sheath^{UE}, 2 pp, 18 gp, 19 sp, 26 cp

Ssselene (CR 9; XP 6,400)

Female half-medusa pit fighter 10
CG Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +14

Defense

AC 18, touch 12, flat-footed 16

(+6 armor, +2 Dex)

hp 101 (10d12+30)

Fort +9, **Ref** +5, **Will** +4

DR 2/—; **Defensive Abilities** trap sense +3

Offense

Speed 40 ft.

Melee mwk morningstar +16/+11 (1d8+6) or mwk spiked gauntlet +15/+10 (1d4+4) or dagger +14/+9 (1d4+4/19-20) or mwk morningstar +14/+9 (1d8+4), mwk spiked gauntlet +13 (1d4+2) or dagger +12 (1d4+2/19-20)

Ranged light crossbow +12 (1d8/19-20) or dagger +12 (1d4+4/19-20)

Special Attacks arena weapon expertise +2, rage (24 rounds/day), roar of the crowd, weapon trick

Raging Statistics

AC 16, touch 10, flat-footed 14; **hp** 121; **Fort** +11, **Will** +6; **Melee** mwk morningstar +18/+13 (1d8+9) or mwk spiked gauntlet +17/+12 (1d4+6) or dagger +16/+11 (1d4+6/19-20) or mwk morningstar +16/+11 (1d8+6), mwk spiked gauntlet +15 (1d4+3) or dagger +14 (1d4+3/19-20); **Ranged** dagger +12 (1d4+6/19-20); **Str** 22, **Con** 19; **CMB** +16.

Statistics

Str 18, **Dex** 15, **Con** 15, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +10; **CMB** +14 (+16 dirty trick); **CMD** 26 (28 vs. dirty trick)

Feats Dazzling Display, Dramatic Display^{UC}, Improved Dirty Trick^{APG}, Performance Weapon Mastery^{UC}, Two-Weapon Fighting, Weapon Focus (morningstar)

Skills Acrobatics +14 (+18 jumping), Intimidate +16, Perception +14, Perform (dance) +14; **Racial Modifiers** +2 Intimidate +2 Perception

Languages Common, Medusa

SQ fast movement, hypnotic, medusa blood, poor equipment, showmanship 2/day, snake eyes, snake hair

Combat Gear *oil of magic weapon* (2), *potion of cure moderate wounds* (2), *potion of haste*, *potion of jump* (2), *potion of shield of faith*; **Other Gear** mithral breastplate, masterwork morningstar, masterwork spiked gauntlet, dagger, light crossbow with 20 bolts, bedroll, *belt of giant*

strength +2, belt pouch, flint and steel, *handy haversack*, hemp rope (50 ft.), sack, torch (2), trail rations (5 days), traveler's outfit, waterskin, weapon cord^{UE}, whetstone, wrist sheath^{UE}, 2 pp, 19 gp, 10 sp, 16 cp

Ssselene (CR 14; XP 38,400)

Female half-medusa pit fighter 15
CG Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; Perception +19

Defense

AC 23, touch 14, flat-footed 21

(+8 armor, +2 deflection, +2 Dex, +1 natural)

hp 163 (15d12+60)

Fort +13, **Ref** +8, **Will** +7

DR 3/—; **Defensive Abilities** trap sense +5

Offense

Speed 40 ft.

Melee +1 morningstar +22/+17/+12 (1d8+8) or +1 spiked gauntlet +21/+16/+11 (1d4+6) or dagger +20/+15/+10 (1d4+5/19-20) or +1 morningstar +20/+15/+10 (1d8+6), +1 spiked gauntlet +19 (1d4+3) or dagger +18 (1d4+2/19-20)

Ranged light crossbow +17 (1d8/19-20) or dagger +17 (1d4+5/19-20)

Special Attacks arena weapon expertise +3, greater rage (34 rounds/day), greater roar of the crowd, tricky assault, weapon trick

Raging Statistics

AC 21, touch 12, flat-footed 19; **hp** 208; **Fort** +16, **Will** +10; **Melee** +1 morningstar +25/+20/+15 (1d8+13) or +1 spiked gauntlet +24/+19/+14 (1d4+9) or dagger +23/+18/+13 (1d4+8/19-20) or +1 morningstar +23/+18/+13 (1d8+9), +1 spiked gauntlet +22 (1d4+5) or dagger +21 (1d4+4/19-20); **Ranged** dagger +17 (1d4+8/19-20); **Str** 26, **Con** 22; **CMB** +23; **CMD** 35.

Statistics

Str 20, **Dex** 15, **Con** 16, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +15; **CMB** +20 (+22 dirty trick); **CMD** 34 (36 vs. dirty trick)

Feats Dazzling Display, Dramatic Display^{UC}, Hero's Display^{UC}, Improved Dirty Trick^{APG}, Masterfurl Display^{UC}, Performance Weapon Mastery^{UC}, Quick Dirty Trick^{UC}, Savage Display^{UC}, Two-Weapon Fighting, Weapon Focus (morningstar)

Skills Acrobatics +19 (+23 jumping), Intimidate +21, Perception +19, Perform (dance) +19; **Racial Modifiers** +2 Intimidate, +2 Perception

Languages Common, Medusa

SQ fast movement, hypnotic, medusa blood, poor equipment, showmanship 3/day, snake eyes, snake hair

Combat Gear *potion of cure serious wounds* (2), *potion of haste* (2), *potion of jump* (2); **Other Gear** +2 mithral breastplate, +1 morningstar, +1 spiked gauntlet, dagger, light crossbow with 20 bolts, *amulet of natural armor* +1, backpack, bedroll, *belt of giant strength* +4, belt pouch, *cloak of resistance* +1, *feather step slippers*^{UE}, flint and steel, hemp rope (50 ft.), *ring of protection* +2, sack, torch (2), trail rations (5 days), traveler's outfit, waterskin, weapon cord^{UE}, whetstone, wrist sheath^{UE}, 2 pp, 17 gp, 10 sp, 16 cp

Ssslene was captured by a rival pirate gang as a child. Taken far from her home on Sthenno, she was sold to Gaytes Enterprises and forced to fight in the arenas for the entertainment of the masses. An exotic beauty, Ssslene quickly gained crowd approval and her matches became some of the best attended in the City. Sslenne has proven herself a remarkable combatant and supreme showman regardless if she is fighting giants, manticores, or mechanicals.

Variant: Without Performance Combat

If the performance combat rules from performance combat from *Pathfinder Roleplaying Game Ultimate Combat* are not used, the following optional abilities are changed.

Showmanship (Ex): When fighting before an appreciative crowd of non-combatant onlookers, the pit fighter can rage without expending any of his daily allotment of rage rounds.

Roar of the Crowd (Ex): When the pit fighter reduces an opponent to -1 hit points or less, or when he verifies a critical hit, he can choose to end his rage and not suffer any fatigue.

Greater Roar of the Crowd (Ex): When the pit fighter reduces an opponent to -1 hit points or less, or when he verifies a critical hit, his rage recycles; he can choose to end his rage and not suffer any fatigue, or continue his rage but regain the ability to use any power that is normally restricted to once per rage.

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