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CRUSADER

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CALL TO ARMS: CRUSADER

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INTRODUCTION

Welcome to **Call to Arms**, a series of character expansions for Fantasy Craft. In each installment we offer a new class, appropriate for any fantasy setting. Some, like this volume's **Crusader**, come with additional character options and other supporting material. For more information on this and many other great products, visit the Crafty Games website at www.crafty-games.com, your home for all things Fantasy Craft.

CRUSADER (BASE)

The Crusader is an anointed warrior who's taken up a sacred quest in service to his beliefs. Like a Priest the Crusader is empowered by the divine, but where the Priest works miracles by channeling divine power the Crusader enacts the will of the gods through force and conquest. Whether a shining knight battling for all that is good and just, a killer in service of malevolent forces, or something in-between, the Crusader is always a force to be reckoned with — and woe be to those who stand in his way.

Depending on the campaign, a Crusader could be...

- A holy knight, dispatched to conquer far-off lands
- An idealistic warrior fulfilling a vision-quest to prove his worth
- A vigilant witch-hunter tracking down horrors from beyond our world
- A true believer whose unwavering faith grants extraordinary abilities
- A sanctified harrier hunting down apostates in the name of the Church
- A vicious zealot committed to spreading his beliefs by fire and sword

Party Role: Combatant/Wildcard. The Crusader's primary focus is slaying enemies of the faith, while his secondary role is determined by his Alignment and the Path(s) he walks.

CLASS FEATURES

Requirements: *Miracles* campaign quality, Alignment

Favored Attributes: Strength, Charisma, Constitution

Caster: Each level in this class increases your Casting Level by 1.

Class Skills: Athletics, Intimidate, Notice, Resolve, Sense Motive, Survival, any 2 Alignment skills (*see next*)

Alignment Skills: At Level 1, select 2 skills from your Alignment skill list. These become Crusader class skills for you.

Skill Points: 4 + Int modifier per level (×4 at Career Level 1)

Vitality: 12 + Con modifier per level

Starting Proficiencies: 6

CORE ABILITY

Purifier: You're the blade of faith, slicing away impurity and wickedness. Each time you spend 1 action die to boost an attack or opposed skill check targeting a character with a different Alignment, you roll and add the results of 2 dice (e.g. at Career Level 1, 1d4 becomes 2d4). This ability has no effect when targeting a character with the same or no Alignment.

CLASS ABILITIES

Called to Arms I: A divine calling drives you to glory. You might seek an ancient artifact of great importance to your religion, strive to reclaim holy lands from infidels, or cleanse witches and monsters from the land. At Level 1, you gain the Chosen Subplot representing your divinely appointed mission (*see Fantasy Craft, page 381*). The exact nature of this Subplot should be addressed with the GM (*see Choosing Your Grail, page 6*).

When you complete an objective related to this Subplot, your total Reputation reward for the adventure increases by 2. Should you complete this Subplot, you gain 1 rank of Renown in the track of your choice (in addition to any other awards you may receive for the adventure).

Example: Torvil is a Crusader of Degmos Stone-Father. He's been called to scourge the demonic foes that plague his people and so he gains the Subplot "Vanquish the demons." Any time Torvil completes an objective related to vanquishing these demons (such as destroying one of their infernal altars, liberating slaves held by one of their cults, or facing down an archfiend), he gains 2 additional Reputation at the end of the adventure. Should Torvil complete this Subplot, he gains 1 rank of Heroic, Noble or Military Renown as well.

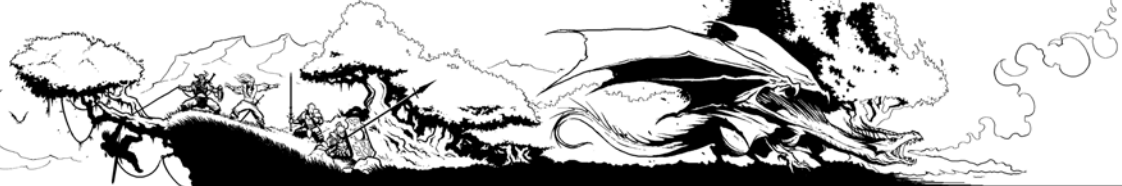
You also gain your Alignment's ritual weapon at no cost (*see Fantasy Craft, page 309*). This weapon may not be sold and when it's lost or destroyed it is replaced at no cost at the end of the next Downtime lasting 1 day or more.

Called to Arms II: At Level 5, you gain 1 additional Subplot to represent another of your Alignment's missions (total 2). Also, you gain a +1 magic bonus with damage you inflict with your ritual weapon.

Called to Arms III: At Level 9, you gain 1 additional Subplot to represent a third of your Alignment's missions (total 3). Also, your magic bonus to damage when using your ritual weapon increases by an additional +1 (total +2).

Called to Arms IV: At Level 13, you gain 1 additional Subplot to represent a fourth of your Alignment's missions (total 4). Also, your magic bonus to damage when using your ritual weapon increases by an additional +1 (total +3).

Called to Arms V: At Level 17, you gain 1 additional Subplot to represent a fifth of your Alignment's missions (total 5). Also, your magic bonus to damage when using your ritual weapon increases by an additional +1 (total +4).



Battle Chants I: Your conversation with your god(s) continues through the heat of battle. Often, they respond. At Level 2, you gain 2 of the following chants. You may begin each combat with 1 chant already in effect and may enact a new one as a full action, so long as you can speak. Each chant's benefit lasts until the end of the current combat or until you enact a different chant. A chant grants you one of the following benefits.

- *Courage:* Stress Resistance 5
- *Guidance:* +2 magic bonus with your ritual weapon attacks
- *Protection:* +2 magic bonus to Defense
- *Purgation:* Heal 1 vitality or subdual damage per round
- *Purity:* +2 magic bonus with saving throws
- *Sanctity:* +5 magic bonus with saving throws vs. spells
- *Vigor:* Subdual Resistance 5
- *Wrath:* +2 bonus with attack and damage rolls against characters with an opposing Alignment

Battle Chants II: At Level 11, you gain 2 additional battle chants (total 4). You may also confer the benefits of a chant to a single ally who can see and hear you, rather than to yourself. A character may not benefit from more than 1 battle chant at a time.

Battle Chants III: At Level 19, you gain 2 additional chants (total 6). The numerical effects of your chants are also doubled (e.g. the Sanctity Chant grants a +10 magic bonus with saving throws vs. spells).

Bonus Feat: At Levels 3, 7, 11, 15, and 19, you gain an additional Basic Combat or Terrain feat.

Path of the Crusader: At Levels 4, 8, 12, 16, and 20, you take a Step along 1 Path. All Steps from this ability must be taken along a single Path until you complete it, at which point future Steps from this ability may only be taken along a single new Path.

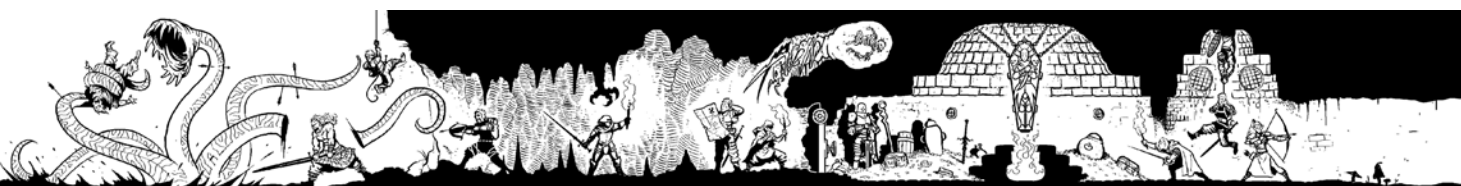
Smite: You channel divine fury to destroy your enemies. At Levels 6, 12, and 18, select one type of opponent from the following list. When you spend and roll an action die to boost damage against this opponent type, you may replace the action die's result with 1/2 your Career Level (rounded up). This may not cause the die to explode.

- *Animals:* Characters with the Animal Type
- *Beasts:* Characters with the Beast Type
- *Constructs:* Characters with the Construct Type
- *Elementals:* Characters with the Elemental Type
- *Fey:* Characters with the Fey Type
- *Horrors:* Characters with the Horror Type
- *Oozes:* Characters with the Ooze Type
- *Outsiders:* Characters with the Outsider Type
- *Plants:* Characters with the Plant Type
- *Spirits:* Characters with the Spirit Type
- *Undead:* Characters with the Undead Type
- *Infidels:* Characters with an opposing Alignment

Example: Torvil is a Level 6 Crusader and chooses to Smite "Infidels." When he spends an action die to boost damage against an opponent with an opposing Alignment, he may replace the result with 1/2 his Career Level, rounded up.

Table 1: The Crusader

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+1	+2	+0	+2	+1	+1	+0	+0	Called to arms I, <i>purifier</i>
2	+2	+3	+0	+3	+1	+1	+0	+1	Battle chants I
3	+3	+3	+1	+3	+2	+2	+1	+1	Bonus feat
4	+4	+4	+1	+4	+2	+2	+1	+1	Path of the crusader
5	+5	+4	+1	+4	+3	+3	+1	+1	Called to arms II
6	+6	+5	+2	+5	+4	+4	+2	+2	Smite
7	+7	+5	+2	+5	+4	+4	+2	+2	Bonus feat
8	+8	+6	+2	+6	+5	+5	+2	+2	Path of the crusader
9	+9	+6	+3	+6	+5	+5	+3	+2	Called to arms III, sword of faith I
10	+10	+7	+3	+7	+6	+6	+3	+3	Divine virtue I
11	+11	+7	+3	+7	+7	+7	+3	+3	Battle chants II, bonus feat
12	+12	+8	+4	+8	+7	+7	+4	+3	Path of the crusader, smite
13	+13	+8	+4	+8	+8	+8	+4	+3	Called to arms IV
14	+14	+9	+4	+9	+8	+8	+4	+4	Wrath of god
15	+15	+9	+5	+9	+9	+9	+5	+4	Bonus feat, sword of faith II
16	+16	+10	+5	+10	+10	+10	+5	+4	Path of the crusader
17	+17	+10	+5	+10	+10	+10	+5	+4	Called to arms V
18	+18	+11	+6	+11	+11	+11	+6	+5	Smite
19	+19	+11	+6	+11	+11	+11	+6	+5	Battle chants III, bonus feat
20	+20	+12	+6	+12	+12	+12	+6	+5	Divine virtue II, path of the crusader



Sword of Faith I: Your fidelity infuses your sacred weapons with extraordinary power. At Level 9, select a single Lesser Essence with a base Reputation cost of 8 or less (see *Fantasy Craft*, page 195). When you wield your ritual weapon, it gains the chosen Essence (in addition to any other Essences or Charms it may have). A ritual weapon “enchanted” in this way is considered a magic item, but doesn’t count against the number of Prizes you may keep (see *Fantasy Craft*, page 193).

Example: Torvil’s ritual weapon is a mallet. When he gains *sword of faith I*, he chooses the Exotic Damage (Fire) Essence. Whenever Torvil wields his mallet it becomes a magic item that inflicts fire damage instead of lethal damage.

Sword of Faith II: At Level 15, you may also select a Lesser Charm with a base Reputation cost of 8 or less (see *Fantasy Craft*, page 195). When you wield your ritual weapon, it gains this Charm as well. The Charm’s bonuses are calculated using your Class Level instead of the magic item level and the bonus increases as your Class Level does (see *Table 4.37: Charm Bonuses on page 199 of Fantasy Craft*).

Example: At Level 15, Torvil gains *sword of faith II* and chooses the Bane (Outsider) Charm. The bonus is calculated using Torvil’s class level, which is 15 (he hasn’t multi-classed). As this is a Lesser Charm, it increases Torvil’s threat range by 3 when he attacks Outsiders with his ritual weapon. This bonus increases with Torvil’s Class Level, and so when he reaches Level 19 (assuming again that he hasn’t multi-classed), his threat range will increase by 4 when he attacks Outsiders with his ritual weapon.

Divine Virtue I: You and your friends are on a mission from the gods — and nothing will stay your hands. At Level 10, you and each teammate who can see or hear you may not be *baffled*, *fixated*, or *frightened*. Also, all allies who can see or hear you are also considered to have your Alignment (in addition to their own).

Divine Virtue II: At Level 20, you and each teammate may not be *shaken*, *sickened*, or *slowed* either.

Also, all attacks made by allies who can see or hear you also gain your Alignment.

Wrath of God: The edge of your blade is like the fury of the heavens. At Level 14, once per session when you hit an opponent with an attack, you may use this ability.

If the target of the attack is a standard character, he is immediately slain.

If the target is a special character, he must make a Will save (DC equal to 10 + 1/2 your Class Level + your Charisma modifier) or die. Even if a special character succeeds with this save, he is *blinded* for 3d6 rounds. Special characters with an opposing Alignment suffer a –4 penalty with this save.



CHOOSING YOUR GRAIL

A Crusader is defined by his divine mission, which is initially represented by the Chosen Subplot he receives at Level 1. The nature of this Subplot and the Crusader’s mission are largely dependent upon his Alignment. Say for example a Crusader’s Alignment focuses on domination and conquest; he might be called to topple a rival nation or shake up the hierarchy of a rival faith. Another Crusader whose Alignment is about justice and order might be called to right an ancient wrong or bring a rogue king to trial. In both these cases the player works with the GM to ensure his character’s mission fits the flavor of the Alignment, as well as the world where the game takes place and any upcoming stories the GM has planned. This lets the GM work the mission fluidly into the campaign and also guarantees everyone has fun as it plays out.

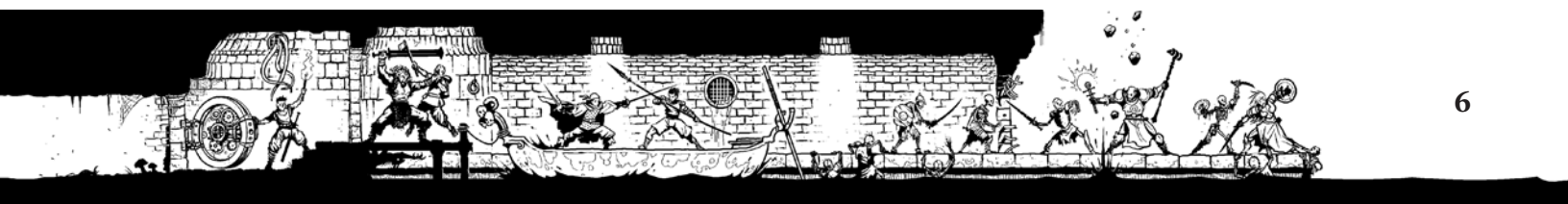
Similarly, it’s important to connect subsequent Subplots gained through the *called to arms* ability. This is especially true if the Crusader completes one or more of these Subplots, lest the story of the mission overwhelm the story of the campaign (unless of course that’s the intent, in which case a broader spread of missions and Subplots may be desired).

From a meta-game standpoint, a player may want to complete Subplots for the Renown bonus, his character becoming a hero of his faith in the process. Other players may like the Reputation bonus more, and either of these approaches is fine. The GM ultimately gets to choose when opportunities to close out a mission arise, but he can and should tailor the story to satisfy the player’s expectations, and the very best of all possible worlds is one in which the smaller and larger stories serve each other.



BUILDING THE CRUSADER

As a divine warrior, the Crusader straddles the line between a traditional Priest and Soldier. While he benefits from strong physical attributes, his divine spellcasting benefits from good mental attributes. When choosing an accompanying Species or Talent, you should consider options that leave both your Charisma and your primary combat requisite (typically, Strength) unaffected. Dwarves, Elves, Saurians, and perhaps surprisingly, Orcs all make excellent Crusaders, as do Humans with Talents that boost Charisma, Strength, or Constitution, and those that provide tricks and bonuses increasing combat prowess.





Most of the Crusader's class abilities focus on combat, making Specialties that reinforce divine credentials some of the strongest options for him. Turning is something to look for, as are social bonuses befitting the traditional "holy knight" concept, or you might further press on the martial side with a Specialty granting additional proficiencies or combat bonuses. The Vanguard Specialty, with *basic combat expert*, *charming*, *paired skills* for Resolve/Impress, and *stand together* is particularly effective.

The Crusader's Origin skills are ideally used to round out those not covered by the class skill list on page 3 or those picked up through Alignment. Most Crusaders will get good mileage out of combat-oriented skills like Ride and Tactics, though well-meaning Crusaders may also benefit from social skills like Impress, Haggle, and Medicine.

Several other base classes compliment the Crusader, though perhaps not always in obvious ways. Captain is an excellent match, helping the Crusader rally allies to the cause and prevail against mounting odds, and the Lancer is an excellent second class if you're building to the concept of a divine knight. An unusual choice is the Explorer, which is less combat-capable but brings a wealth of useful skills and abilities for investigation and is generally useful in physical situations. The Explorer/Crusader mix is an excellent choice when modeling witch-hunters and heresy seekers.

Crusaders interested in straight-up divine ass-kickery are best served staying put, but several expert classes also offer interesting opportunities for character development. Players interested in teamwork might consider the Bloodsworn (*Adventure Companion*, page 108), who proves the best defense is a good offense, or the Paladin (*Fantasy Craft*, page 56), a strong battle leader very closely connected with his Alignment. For a darker and more single-minded Crusader, there are the Inquisitor (available as a digital release) and the Monster Slayer (*Adventure Companion*, page 116), each of which offers a focused skill set for pursuing and destroying enemies of the faith.

Suggested Species: Dwarf, Elf, Human, Orc, Saurian

Suggested Human Talents: Charismatic, Crusading, Ruthless, Single-Minded, Svelte

Suggested Specialties: Adept, Cleric, Cultist, Fighter, Guardian, Shaman, Vanguard

Suggested Origin Skills: Medicine, Search, Ride, Tactics

Suggested Cross-Classes: Captain, Explorer, Lancer

Suggested Expert Classes: Bloodsworn, Inquisitor, Monster Slayer, Paladin

PLAYING THE CRUSADER

The Crusader fills a unique niche in Fantasy Craft — that of the righteous warrior. Like his sister class the Priest, he's a divine caster and dedicated devotee, but instead of standing as an example of his faith's ideals the Crusader is its fell hand. Ritual weapon in hand, he cuts a justified swath through the battlefield

with *called to arms*, *smite*, and *sword of faith*, and girds himself against reprisal with *divine virtue* and *battle chants*. He doesn't curry the gods' favor quite as often as the Priest, but *purifier*, *path of the crusader*, and particularly *wrath of god* offer a unique bag of heavenly tricks beyond the limits of other classes. In campaigns with opposing Alignments, the Crusader is a literal holy terror, many of his abilities magnified against those who stand against his beliefs.

The Crusader is also less flexible than the Priest (one of the most choice-driven classes in the game), but there's still plenty of opportunity to shape the class as you play. The most important choice, perhaps, comes at Level 1 with *called to arms*, as this is where you can firmly define why and for what your Crusader fights (see *Choosing your Grail*, page 5). Your choice of *battle chants* defines how the Crusader operates — those with Guidance or Wrath probably focus on offense, while those with Protection or Sanctity can become excellent "tanks" and witch-hunters.

Path of the crusader is less crucial to the Crusader than Paths are to a Priest, but it's also a more important choice for him since he only pursues a single Path of his Alignment over his 20-level career (assuming he doesn't multi-class and ramp his progress). A combat-focused Crusader might want to suggest to his GM that the Path of Destruction, Magic, Strength, or War is a good fit, while an honorable Crusader might favor the Path of Fortune, Heroism, Light, or Life, and a destructive or mischievous Crusader could see benefit from the Path of Chaos, Curses, Death, or Evil.

Finally there's *smite*, which can grant huge damage bonuses against pretty much anything in the game, letting the Crusader shape his approach in very tangible ways that impact every fight he enters.

Regardless of the specific choices you make, your Crusader is an excellent warrior thanks to his high base attack bonus, Fortitude and Will saves, and strong Defense and Initiative progressions. How he fights is largely dependent upon his Alignment, again, since most of his best class abilities are keyed to the use of his ritual weapon, and this also dramatically impacts style (those with melee ritual weapons are usually found in the middle of things, hacking away, while those with ranged ritual weapons are probably sniping as often as not).

The Crusader can generate a *lot* of damage, so he's often best on offense, particularly against a tough foe. Still, wading into hordes of mooks doesn't play to his strengths well, and he can quickly get swamped if he doesn't pay attention. Outside combat, the Crusader is a good "heavy," cutting to the quick with a combination of intimidation and insight, and he's even a workable second-string investigator or party supporter with the right mix of Paths and Alignment or Origin skills.

Bonus Basic Combat and Terrain feats nicely supplement the Crusader's role as an all-around warrior, and old standbys like Armor Basics, Charging Basics, Contempt, Lightning Reflexes, and Surge of Speed are excellent choices. Historical Crusaders



may find Coordinated Attack, The Extra Mile, and Pathfinder quite handy as well. We've included a new Challenge feat tree (see right), which is great for calling out opponents in iconic honor duels — another place the Crusader really shines — and no Crusader worth his salt should ignore the possibilities offered by the Ritual Weapon feat tree (see right), which enhance skill and deadliness with a chosen weapon of the gods.

Beyond bonus feats, the Crusader has many useful options. The Misdirection and Lionheart trees (the latter from the *Adventure Companion*) are helpful for taking down special characters and really tough adversaries. Any combat feat that supports a Crusader's ritual weapon is useful, though the Sword and Greatsword trees are particularly well-suited to this class' skills and play style. For a Crusader seeking a bit more divine power early in his career, the Blessed feat is invaluable, and Mysterious Ways (see page 9) expresses the dark side of any god.

The Crusader has a low Lifestyle score and is unlikely to rely heavily on more than basic equipment. Fortunately, he gets his ritual weapon for free, leaving him starting coin to buy armor — a vital tool for most in his position. Beyond those basics, a shield or perhaps a backup weapon and some simple survival gear is all the Crusader needs. As his bankroll grows his gear will improve in quality but not likely in quantity, as aside from a few extra items that aid his sacred mission(s), his god should provide.

Suggested Feats: Armor Basics, Blessed, Boundless Zeal (see page 9), Challenge Basics (see below), Charging Basics, Coordinated Attack, Contempt, Greatsword Basics, Lionheart Basics, Misdirection Basics, Ritual Weapon Basics (see right), Sword Basics

Suggested Starting Equipment (100s): Ritual weapon, metal shield, partial studded leather with light fittings, 10 bandages, 5 torches, 7 days' rations

Suggested Adventuring Equipment (250s): Ritual weapon, metal shield, dagger, partial chainmail + heavy fittings, anointed vial, 50 ft. hemp rope, 5 torches, 2 pints of oil, 7 days' rations

BASIC COMBAT FEATS

For more about Basic Combat feats, see *Fantasy Craft*, page 85.

CHALLENGE BASICS

You relish one-on-one combat.

Benefit: You gain a +1 dodge bonus to Defense, and a trick.

Single Combat (Taunt Trick): If your opponent is within Close Quarters and loses this opposed check, he enters single combat with you. While in single combat, you both may only

make attack and skill checks targeting one another and may not move beyond Close Quarters of each other. During single combat, both you and your opponent gain a +5 bonus to Defense against attacks from all characters *other than* each other. Single combat lasts until the end of the combat, until you're moved beyond Close Quarters from one another, or until one of you falls unconscious or dies, whichever comes first.

An opponent may only enter single combat once per scene. You may use this trick a number of times per combat equal to your starting action dice.

CHALLENGE MASTERY

Your reputation with one-on-one combat unnerves your enemies and fills you with confidence.

Prerequisites: Challenge Basics

Benefit: While in single combat, each of your opponent's dodge and morale bonuses is reduced to 0, and all your dodge and morale bonuses are doubled.

CHALLENGE SUPREMACY

You eat single challengers for breakfast.

Prerequisites: Challenge Mastery

Benefit: While in single combat, you may roll damage twice, keeping the result you prefer. Also, the bonus to Defense you and your opponent gain during single combat increases to +10.

RITUAL WEAPON BASICS

The gods arm you with conviction and gird you with faith.

Prerequisites: Alignment, forte with ritual weapon

Benefit: Select a second weapon from the same category as your ritual weapon (e.g. if your ritual weapon is a war hammer, choose another weapon from the Hammers category on the Blunt table). This weapon is considered a ritual weapon for you. Also, you gain a stance.

Stalwart in Faith (Stance): You gain Divine Resistance 5 and all ritual weapon attacks you make gain your Alignment. You may not Distract, Feint, or Run while in this stance.

RITUAL WEAPON MASTERY

You channel divine power through each blow.

Prerequisites: Ritual Weapon Basics, special character only

Benefit: When you hit with 2 or more ritual weapon attacks in a single round, you gain 1 Edge. Also, you gain a trick.

Cut the Cord (Ritual Weapon Attack Trick): If this attack hits, you may spend 3 Edge to cause your target to be *stunned* for 1 round and (if he has a different Alignment than you) lose all benefits of his Alignment for 1d6 rounds (including Paths, class abilities, and so on). Effects that negatively impact the character due to Alignment — such as increased damage vs. Outsiders, Aligned spells, abilities that target opposite Alignments, and the like — are unaffected. You may remove a character's Alignment benefits in this fashion only once per combat.



RITUAL WEAPON SUPREMACY

You're the hammer of the gods.

Prerequisites: Ritual Weapon Mastery

Benefit: When you hit an opponent with a ritual weapon, you may spend 1 Edge to push them 5 ft. directly away from you (assuming there's an empty square behind them). Also, you gain a trick.

Divine Fury (Ritual Weapon Attack Trick): If this attack hits, you may spend 2 Edge to inflict divine damage with the attack instead of its normal damage type.

SPELLCASTING FEATS

For more about Spellcasting feats, see *Fantasy Craft* page 105.

MYSTERIOUS WAYS

The gods work... differently through you.

Prerequisites: Alignment, *miracles* campaign quality

Benefit: Select one Path not associated with your Alignment or any opposing Alignments. You may take Steps along this Path as if it were part of your Alignment.

Special: This feat does *not* let you take Steps if you cannot already do so; rather, it lets you choose an additional Path along which you may take Steps as they're gained from feats and class abilities.

STYLE FEATS

For more about Style feats, see *Fantasy Craft* page 107.

BOUNDLESS ZEAL

Your tolerance for the beliefs of others is... limited.

Prerequisites: Alignment

Benefit: Select one Alignment other than your own. This Alignment is considered an opposing Alignment for you. Also, whenever you score a threat with a skill check targeting a character with an opposing Alignment, you gain 1 Edge.

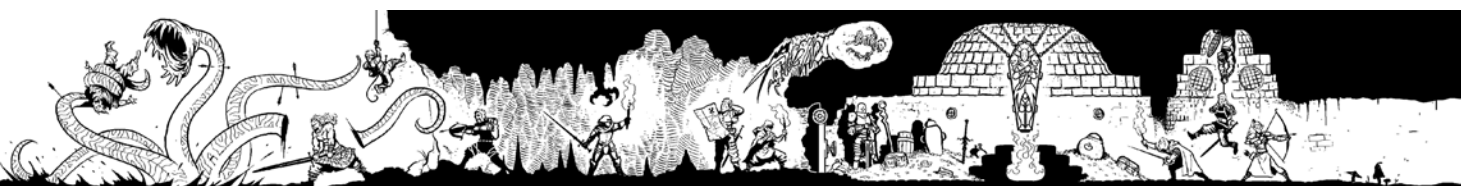
NEW CROSS-TRAINING OPTIONS

The following Crusader abilities are available to characters through the *cross-training* class ability: *called to arms I*; *battle chants I*; *bonus feat*; and *path of the crusader*.

NEW CLASS ABILITY NPC QUALITIES

The following Crusader abilities are available to NPCs using the *class ability* NPC quality (see *Fantasy Craft*, page 231).

Class Ability	XP Value
Battle chants I–III	2 per grade
Divine virtue I–II	8 per grade
Purifier	1
Smite	2
Sword of faith I–II	5 per grade
Wrath of god	12



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