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Dungeons and Dragons Character Record Sheets Expanded Character Sheet (for 5e) *African Philosophy and the Hermeneutics of Culture* **RPG 5e Campaign Character Journal with Custom Character Spell Sheet:plans and Tracking Your Campaign Adventure / Mixed Paper /Character Sheet/ 120 Pages 8. 5x11in** *Polaris Adventure Journal* *Gurps Basic Set, Third Edition, Revised* **Stormbringer Character Journal** *Hawkmoon Adventure Journal* **Pathfinder Roleplaying Game Player Character Folio** **Warhammer Fantasy Roleplay SCP The Tabletop RPG** *RPG Character Journal* *Fall of Plaguestone Adventure Journal: Dungeons and Dragons 5e Paperback Notebook W/ Character Sheet Interior and 170+ Pages (6 X9)* **Fighter Deadlands Reloaded** *Character Journal DM Notebook* **Adventure Journal Into the Dungeon Rifts Role-Playing Game Exalted Character Sheet Pad** **Spells Things Fall Apart Vampire the Masquerade 5th Edition Role Playing Game Character Journal** *Dungeons and Dragons 4th Edition For Dummies* **Champions Complete** *Labyrinth Rulebook* **RPG 5e Character Sheets Journal:Custom Character Spell Sheet,plans and Tracking Your Campaign Adventure,Record Keeping for Game Masters,120 Pages 8x10in** *Dungeon Master's Screen* *Gurps Micro Chapbook* **RPG Let That Shit Roll Campaign Journal:RPG 5e Character Sheets to Track Your Campaign** *Adventure,Custom Character Spell Sheet:Stat and Resources Sheets|Attacks and Spells|NPCs and Locations|Notes|Mixed Paper|200 Pages 8x10in* **Starfinder Starfinder** *RPG Character Journal* *Dungeons & Dragons Starter Set (Six Dice, Five Ready-to-Play D&D Characters With Character Sheets, a Rulebook, and One Adventure)* **Adventure Journal** *Playing at the World*

All-In-One 5e Character Journal! Are you tired of flipping through unorganized character sheets? Are you a new player and don't know what you need for that first session? This Character Journal has got you covered! Keep track of your adventures in one streamlined notebook! This journal is primarily designed for players and it includes detailed character sheets with some features that are often overlooked (carrying capacity, jumping distance etc.) One character sheet includes: a backstory page a class, race, personal info page an inventory page an ability scores and skills page a combat, movement and features page two pages for spells (1-9th lvl) and spell slot tracking a blank page for additional information or drawing
Description: Cover: Soft, Matte Size: 7 x 10 inches (similar to B5 and easily fits into smaller bags of purses) Paper: Cream Interior: 164 pages Fillable Table of Contents Character Sheets for one main and 4 backup characters (main in the front, 4 in the back of the journal) 10 pages of blank lined cards (3 per page), for spells, quests, important npcs, etc 100 lined college ruled pages for note taking 10 graph pages

with 1/4' grid for drawing maps Cover design: dark orange background with an ornamental frame, a d20 and 3 dragons in the middle You can check out more RPG booklets and journals by clicking on my author name 'Dandy Beyond'. I also feature both single type and mixed paper notebooks with all kinds of interiors: lined, graph, dotted and blank. They are designed for practicality and aesthetics and make a great gift both for RPG newbies and veterans! Perfect Character Journal for RPG gamers and Dungeon and Dragons fanatics! Take your adventure RPG to next level with this Character Journal by streamlining the character creation process. Also, keep all of your important character and game information in one place with this mixed paper notebook. This campaign journal is must-have if you're in a long campaign and need to keep track of your story, as well as other important information. Use this to record your journey through a fantasy world and create a masterpiece with all the fun adventures you and your party have encountered throughout your games. Each notebook features: * 150 pages of size 8"X10" containing 5 sets of 30 pages arranged sequentially with 50 Character sheets (5 sets of 10 pages) for character information, attacks, feats, spells and much more 40 ruled pages (5 sets of 8 pages) for notes and tracking game impressions 20 5X5 graph pages (5 sets of 4 pages) for floor plan mapping 20 hex pages (5 sets of 4 pages) for wilderness mapping and encounters 20 blank pages (5 sets of 4 pages) This adventure gaming notebook has a versatile way to keep track of your gaming notes, design terrain maps, develop RPG characters, and more. Also, With this you can make a keep-sake memory book of your favorite campaigns to date to ensure that remember all important facts, always! ♥ Ideal all gamers (beginners and experienced alike) and makes a thoughtful gift for RPG game lovers ♥ Pick up your copy clicking the BUY NOW button at the top AND CHRONICLE YOUR RPG GAMES AND YOUR ADVENTURES! A notebook for the tabletop roleplaying game, Dungeons and Dragons fifth edition. The first few pages consist of a typical character sheet, with pages for stats, spells, backstory etc, and the rest of the book contains over 170 lined pages for you to fill with important notes and interesting tales of what you and your party get up to! This notebook has been designed with the caster classes in mind, such as Sorcerers, Wizards, Warlocks and Clerics! - 6" x 9" (15.2cm x 22.8cm) - White lined pages - A unique character sheet design spanning the first 7 pages - Paperback - Glossy Cover You have heard tales of a place...a passage hidden away in the ruins of a forgotten castle, full of terrible dangers, and, for those who dare to face them, endless reward... Provisions are gathered, blades sharpened, and, trying to shake the feeling of dread, you set out to find your way...Into the Dungeon. Into the Dungeon is a 100+ page choose-your-own-path game-in-a-book, where all you need to play is a pencil. The reader gets to decide which way to go and how to explore,

with hundreds of different paths through the story. On some paths you'll find untold riches, ancient artifacts, strange creatures or secret passages, on others, you'll barely make it out alive (or die horribly.) "The Marshal's Handbook is the setting book for Deadlands Reloaded." -- From back cover Want something more convenient, and a bit different from the generic forms? This journal is for you! to take your tabletop RPG to the next level with 120 pages 8x10in. This is a 120 pages character journal with ten pages per game session, include lined and graph paper (Look inside), so it'll take you far in your adventure.it was designed especially with fifth edition Dungeons & Dragons in mind, This notebook is the perfect companion for tabletop role-playing game players seeking adventure, fortune, and to keep notes during game sessions. Your GM will thank you. Pages: (Only ten pages per game session) GM, Players & Characters Character details Stat and resources sheets Attacks and spells Equipment and magical items Bio, portrait space lined paper graph paper Keep your adventures as fresh as the day they occurred, your GM will thank you. Note: Also available 200 page, (Lina Character Journal Adventure) Okonkwo is the greatest warrior alive, famous throughout West Africa. But when he accidentally kills a clansman, things begin to fall apart. Then Okonkwo returns from exile to find missionaries and colonial governors have arrived in the village. With his world thrown radically off-balance he can only hurtle towards tragedy. Chinua Achebe's stark novel reshaped both African and world literature. This arresting parable of a proud but powerless man witnessing the ruin of his people begins Achebe's landmark trilogy of works chronicling the fate of one African community, continued in Arrow of God and No Longer at Ease. Record Your Glory Fully detail your heroes and document their exploits with the Starfinder Player Character Folio! This deluxe, innovative character record provides space for absolutely everything you need to know about your Starfinder hero. This sturdy folio's 16 character-defining pages include: - Expanded space for your hero's attacks, defenses, feats, and class features. - A section for detailing your starship's statistics and capabilities. - Quick reference charts for everything from combat to character advancement. - Tons of space to track gear. - Room to chronicle your character's achievements, goals, and history. - Folder-flaps to hold handouts and other documents. A gorgeous, professionally-made character notebook to enhance your 5e campaigns This carefully made Character Journal & Notebook is specifically designed to help you track your character's history, statistics, inventory and campaign progress. Streamline the character creation process and keep all of your essential campaign information in this all-in-one Character Journal & Notebook. The book contains a complete, detailed character sheet as well as pages for: Fillable Table of Contents Class, Race, Alignment & Backstory Stats Attacks & Spellcasting Features & Traits Equipment Inventory Spells

World Map Quests, Jobs & Bounties Party Members Sessions Campaign notes (80 lined and graph paper pages) A notebook for the tabletop roleplaying game, Dungeons and Dragons fifth edition. The first few pages consist of a typical character sheet, with pages for stats, spells, backstory etc, and the rest of the book contains over 170 lined pages for you to fill with important notes and interesting tales of what you and your party get up to! This notebook has been designed with the rogue class in mind, but of course, it can fit any character that uses daggers! - A5 6" x 9" (15.2cm x 22.8cm) - 7 pages of a unique character sheet design that consists of everything you're used to from the official 5e character sheets! - Paperback - Glossy Cover Go beyond a single sheet with the Pathfinder Roleplaying Game Player Character Folio, a 16-page deluxe character record that covers absolutely everything you need to know about your Pathfinder hero! Features include expanded space for your hero's ability scores, feats, and class features; space for familiar, henchmen, animal companion, and cohort statistics; a magic item "slot" diagram; space to track your character's history and backstory; a complete adventure record of your hero's accomplishments, and more! Want something more convenient, and a bit different from the generic forms? This journal is for you! to take your tabletop RPG to the next level with 200 pages 8x10in. This is a 200 pages character journal with ten pages per game session, include lined and graph paper "click "(Look inside), so it'll take you far in your adventure.it was designed especially with fifth edition Dungeons & Dragons in mind, This notebook is the perfect companion for tabletop role-playing game players seeking adventure, fortune, and to keep notes during game sessions. □ Pages: (Only ten pages per game session) GM, Players & Characters Character details Stat and resources sheets Attacks and spells Equipment and magical items Bio, portrait space NPCs and locations lined paper graph paper □ Our Character Journal helps to document your game so it is neat, tidy and easy for you to look for pieces of information later. □ Note: Also available 120 page, "click "(Lina Character Journal Adventure) Every Dungeon Master needs a screen to conceal notes and dice rolls and to have valuable charts and information close at hand. This Forgotten Realms accessory includes a 32-page booklet of tables and topography and a four-panel screen containing a wealth of information and featuring original artwork on the front. STOP!DON'T BUY THIS BOOK!At least, not yet.The basic rules for the Micro Chapbook RPG system as well as ALL of the scenarios in this book can be downloaded for FREE through DriveThruRPG.com. With that in mind, this Deluxe Scenario Collection contains the absolute basic rules for you to play the game. It also includes the complete volume 1 of scenarios (collecting numbers 1 through 5 of the individually released Micro Chapbooks) with a few updates. Each scenario has been broken down into the following subsections for your convenience: Backstory: A bit of background story to help get you into the experience.Village Shop: A list of the weapons, armor, and items available in town.Armory: Short descriptions of each weapon for added flavor and context. Dungeon: The full complement of charts/tables needed for the scenario.Bestiary: A short description of each monster found in the dungeon for added

flavor and context.Boss: A short description of the boss monster as well as the NEW REWARD you will earn for beating him (only found in this deluxe collection). You may earn this reward for each successful playthrough of a scenario This Expanded Character Sheet has everything you need to keep track of your 5th Edition Character and everything you know about them. This 6" x 9" Extended Character Sheet has 100 pages and includes places to catalog the following: Character Stats, Background, Battle Stats, Proficiencies, Class Abilities, Feats, Equipment, Magic Items, Weapons and Armor, Experience, Down Time Activities, Locations, NPCs, PCs, 20 dot pages, and 20 notes pages to add what ever else you might need. This Expanded Character Sheet is made to hold one (1) character. The book was completely hand drawn in the OSR (Old School Renaissance) feel. Take a look inside to check it out. The dark empire of Granbretan has conquered much of the world with its twisted science and vast armies, directed by the animal-masked nobles who mark their bestial natures on their faces as well as in their hearts. The small Duchy of the Kamarg, ruled by the noble Count Brass has managed to endure the endless sieges and plots unleashed by Granbretan against that rogue state. The warrior called Hawkmoon was once an assassin sent to kill Count Brass, his hand forced by the fiendish black jewel that sent its foul tendrils burrowing into his brain. But then he discovered his destiny as the Eternal Champion and held the Runestaff, and magic and hope returned to the world! Continuing the Eternal Champion rpg line, the Hawkmoon rpg takes players to our distant future, to a realm where science battles sorcery! A notebook for the tabletop roleplaying game, Dungeons and Dragons fifth edition. This notebook features a character sheet at the front of the book for your convenience, with everything you're used to on the official character sheet! With over 170 lined pages, you'll have plenty of space to document your notes and adventures! This notebook has been designed with druids and rangers in mind. - Matte Finish - A5 (6" x 9") - Unique character sheet at the front of the book - 180 pages "Open Game License version 1.0a"-4th unnumbered page. SCP The Tabletop Roleplaying game lets you take on the role of members of The Foundation to help Secure, Contain, and Protect various anomalies throughout the globe. This book was successfully funded on Kickstarter in early 2021 and made over 1500% of the goal to fund its artwork and was written with an easy explanation of the ruleset first and foremost. Backers of the Kickstarter suggested what SCPs would be included in the book, which contains 20 pages of SCP content with original artwork, descriptions, and game statistics. This is an 8.5x11 full-size book of 292 pages. This book, some dice, and an optional deck of SCP Drama Cards (sold separately) are all that is required to play. SCP The Tabletop RPG offers a unique (optional) Drama Card system that allows players to draw from a deck of 82 unique effects to keep your Director (GM) on their toes. Effects range from rerolling an attribute check to rewriting your character's backstory! Players begin with a Security Level, which not only determines what sensitive data they are allowed access to within the Foundation, but also what weapons they have access to, and what pages in the book they are given free access to read (Director's

discretion). Content relating to the SCP Foundation, including the SCP Foundation logo, is licensed under Creative Commons Sharealike 3.0 and all concepts originate from scp-wiki.net and its authors. Official character sheets for the 4th Edition Dungeons & Dragons® Roleplaying Game. Encased in a handy pocket folder, these official Dungeons & Dragons character sheets contain all the information players need to build, run, and track their 4th Edition D&D Roleplaying Game characters. Each character sheet is double-sided and designed for optimal playability. In addition, these character sheets are designed to support characters of all classes and levels. Perfect Character Journal for RPG gamers and D&D fanatics! □□□□□ With this Class Emblem themed Character Journal streamline the character creation process. Also, keep all of your important character and game information in one place with this mixed paper campaign journal. This campaign journal is a must-have if you're in a long campaign and need to keep track of your story, as well as other important information. Use this to record your journey through the fantasy world and create a masterpiece with all the fun adventures you and your party encounter throughout your game. Each journal features: * 150 pages of size 8"X10" containing 5 sets of 30 pages arranged sequentially with: * 10 Character pages (Total 50 pages) for character information, attacks, feats, spells and much more * 8 ruled pages (Total 40 pages) for notes and tracking game impressions * 4 pages of graph paper and 4 hex pages for mapping out locations and encounters (Total 40 pages) * 4 blank pages (Total 20 pages) This adventure gaming notebook is a versatile way to keep track of your gaming notes, design terrain maps, to develop RPG characters, and more. Also, with this you can make a keep-sake memory book of your favorite campaigns to date to ensure you remember all important facts, always! Makes a great gift! Don't delay. Get your RPG Character Journal today. Click on the author name at the top to buy other class emblem themed journals and add all class themed journals to your collection Explore the conceptual origins of wargames and role-playing games in this unprecedented history of simulating the real and the impossible. From a vast survey of primary sources ranging from eighteenth-century strategists to modern hobbyists, Playing at the World distills the story of how gamers first decided fictional battles with boards and dice, and how they moved from simulating wars to simulating people. The invention of role-playing games serves as a touchstone for exploring the ways that the literary concept of character, the lure of fantastic adventure and the principles of gaming combined into the signature cultural innovation of the late twentieth century. Want something more convenient, and a bit different from the generic forms? This journal is for you! to take your tabletop RPG to the next level with 120 pages 8.5x11in. This is a 120 pages character journal, for use with fifth edition games of Dungeons and Dragons. The book has seven pages of custom character sheets at the front ("click "LOOK inside) And seven other sheets at the end of the book for you to use again while the rest is Mixed paper is blank, for you to fill with campaign pieces. Pages: Stat and resources sheets Attacks and spells Equipment and magical items Bio, portrait space, and character

details A page for NPCs and locations 14 pages of custom character sheets 56 page of dotted paper 25 pages of college-ruled paper 25 pages of graph paper Note: This notebook is black & white interior with cream paper and seven pages of custom character sheets at the front And seven other sheets at the end of the book Although Theophilus Okere's book African Philosophy has made remarkable impact on African philosophical scholarship, many may not be aware of the way he tried to apply his preferred method to other areas of the philosophical investigation in Africa and to overcome the risk of relativism through the promotion of intercultural dialogue in philosophy. The essays published in this collection bear testimony to the multivalent character of Okere's contribution to African philosophy. Most of the essays are about Okere's hermeneutics of culture. Some of the contributors examine the method in itself, while others focus attention on its application to specific philosophical themes. Everything you need to start playing the world's greatest roleplaying game. "I recommend [the D&D Starter Set] for anyone who's curious and wants to learn D&D."—Ed Grabionowski, io9.Gizmodo.com The Dungeons & Dragons Starter Set is your gateway to action-packed stories of the imagination. This box contains the essential rules of the game plus everything you need to play heroic characters on perilous adventures in worlds of fantasy. Explore subterranean labyrinths! Plunder hoards of treasure! Battle legendary monsters! • FIVE READY-TO-PLAY CHARACTERS • SIX DICE • ONE ADVENTURE BOOK: LOST MINE OF PHANDELVER • ONE RULEBOOK • ONE CHARACTER SHEET "D&D acolytes are everywhere. . . Tech workers from Silicon Valley to Brooklyn have long-running campaigns, and the showrunners and the novelist behind 'Game of Thrones' have all been Dungeon Masters."—Neima Jahromi, The New Yorker Dungeons & Dragons is the world's greatest roleplaying game. Created in 1974, D&D transformed gaming culture by blending traditional fantasy with miniatures and wargaming. The main Dungeons & Dragons books are the Player's Handbook, Monster Manual, and Dungeon Master's Guide. Explore the fantasy world of D&D and delve into dungeons, slay monsters, and gain treasure! If you've been thinking of playing D&D or you've played before and you want to get up to speed on the all-new 4th Edition, this is the book for you. Here's what you need to know to join the fantasy fun. D&D terminology — understand what ability check, modifier, saving throw, AC, gp, hp, and XP mean Roll the dice — add modifiers and see if you rolled the d20 high enough to beat the challenge Minding your manners — know D&D etiquette so you'll be welcome in any adventure Character building — select your character's race and class, and choose the best powers, skills, feats, and gear Roleplaying — give your character a background and personality quirks Combat — use combat rules, a battle grid, and miniatures to play out furious battles Open the book and find: Everything a new player needs to get started playing D&D Details on four fantasy races and four iconic classes Explanations of every number and statistic on the character sheet The best magic items and equipment for characters of all classes Advice on roleplaying and teamwork A ready-to-use adventure to get you started

as a Dungeon Master A ready-to-use battle grid with character and monster markers A notebook for the tabletop roleplaying game, Dungeons and Dragons fifth edition. The first few pages consist of a typical character sheet, with pages for stats, spells, backstory etc, and the rest of the book contains over 170 lined pages for you to fill with important notes and interesting tales of what you and your party get up to! This notebook has been designed with the fighter class in mind, but of course, it can fit any character! - A5 6" x 9" (15.2cm x 22.8cm) - 7 pages of a unique character sheet design that consists of everything you're used to from the official 5e character sheets! - Paperback - Glossy Cover From World Fantasy Lifetime Achievement Award winner Michael Moorcock comes the second installment in is famous Elric of Melnibone series, brought to vivid new life with stunning illustrations. In one of the most well-known and well-loved fantasy epics of the 20th century, Elric is the brooding, albino emperor of the dying Kingdom of Melnibone. After defeating his nefarious cousin and gaining control over the epic sword, Stormbringer, Elric, prince of ruins, must decide what he's willing to sacrifice in a fight against Armageddon. Stormbringer is the second in Michael Moorcock's incredible series, which has transformed the fantasy genre for generations. Perfect for fans new and old, this book is brought to life once more with stunning illustrations from the most lauded artists in fantasy. A notebook for the tabletop roleplaying game, Dungeons and Dragons fifth edition. The first few pages consist of a typical character sheet, with pages for stats, spells, backstory etc, and the rest of the book contains over 170 lined pages for you to fill with important notes and interesting tales of what you and your party get up to! This notebook has been designed with the fighter class in mind, but of course, it can fit any character! - 6" x 9" (15.2cm x 22.8cm) - 7 pages offering a unique character sheet design with everything you're used to on the official character sheets - 173 lined white pages - Paperback - Glossy Cover Adventure in any world you can think of, with GURPS, the Generic Universal RolePlaying System - the most flexible roleplaying system you can use. If you haven't yet upgraded to the Fourth Edition . . . you're a completist . . . or you're looking for a dose of nostalgia, here's the previous edition! It's easy to learn - you can jump right in with the included quick-start rules, pre-designed characters, and an easy-to-play solo adventure. The Basic Set is designed to be "Game Master-friendly," with Table of Contents, Glossary, Appendix, and Index, as well as lots of examples. The world above ground has become uninhabitable, humankind was forced to flee from the surface and find shelter in the seas. They are now trying to survive in this hostile environment, dealing with the species' degeneration, perpetual wars, monsters and very limited resources. And there is this great mystery that prevails: the Polaris Effect... From the publishers of the Pathfinder RPG's French edition comes POLARIS, an exciting post-apocalyptic sci-fi RPG, now in English! Take part in the political intrigues, action, exploration and the quest to survive. An all new and revised english version with over 400 full-color pages, split in two books that are sold in a slip case. Core Rulebook : 1 280 page, hardcover, full-color * The World of the Deep - Setting * Character

Creation * Game System Core Rulebook :2 208 page, hardcover, full-color * Technology & Equipment * Creatures * Advanced Rules * Quickstart Adventure The ultimate super roleplaying game returns to reclaim its crown in Champions Complete! All the legendary flexibility and power of the renowned HERO System 6th Edition rules engine, plus all the superhero goodness Champions has been famous for over 30 years, now in one pulse-pounding, senses -shattering, heroic handbook of superpowered action! At 240 pages, Champions Complete includes everything superhero gamers need, and nothing they don't. New players will love the unmatched freedom of Champions that allows them to create and play exactly the hero they imagine. Longtime fans will appreciate the tight, concise new approach, presenting the full game system in a fraction of its former length. CREATE and play the hero that you want. AN excellent purchase for first time players and handy companion for long time players. THE Hero System you know and love, in a condensed and easy to use format. INCLUDES everything a gamemaster needs to create anything from a single session to an extended campaign. Note: This product (Champions Complete/HERO2000) is a stand-alone, moderately priced book for playing Champions: arguably the most popular and longest-running superhero game in roleplaying history. It contains all of the rules necessary to play Champions: The Super Roleplaying Game, with no other book required. "A group of new adventurers, traveling through the small community of Plaguestone, must come together to solve the murder of a friend. What starts as simple investigation quickly turns sinister with the discovery of forbidden alchemy, mutant animals, and a nearby forest rotting away due to a mysterious blight. It becomes clear that if these young heroes don't get to the heart of the plot, then the fall of Plaguestone is all but certain! The Fall of Plaguestone is the first Second Edition Pathfinder roleplaying game standalone adventure, taking new players and Game Masters on a daring adventure filled with wilderness exploration, dungeon encounters, and much more! This 64-page softcover adventure is designed for 1st-level characters, built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary. The Fall of Plaguestone is the first Second Edition Pathfinder roleplaying game standalone adventure, taking new players and Game Masters on a daring adventure filled with wilderness exploration, dungeon encounters, and much more! This 64-page softcover adventure is designed for 1st-level characters, built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary. "--Provided by publisher. A notebook for the tabletop roleplaying game, Dungeons and Dragons fifth edition. The first few pages consist of a typical character sheet, with pages for stats, spells, backstory etc, and the rest of the book contains over 170 lined pages for you to fill with important notes and interesting tales of what you and your party get up to! This notebook has been designed with paladins, clerics, sorcerers and wizards in mind, but of course, it can fit any character! - 6" x 9" (15.2cm x 22.8cm) - White lined pages - A unique character sheet design spanning the first 7 pages - Paperback - Matte Cover Welcome, worthy adventurers to the world of

Labyrinth! This is the second edition for the Labyrinth Adventures Gaming System. Included are custom character sheets, expanded rules, more perils and more rewards!!! Happy adventuring and... "May the luck of the dice be with you!"

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