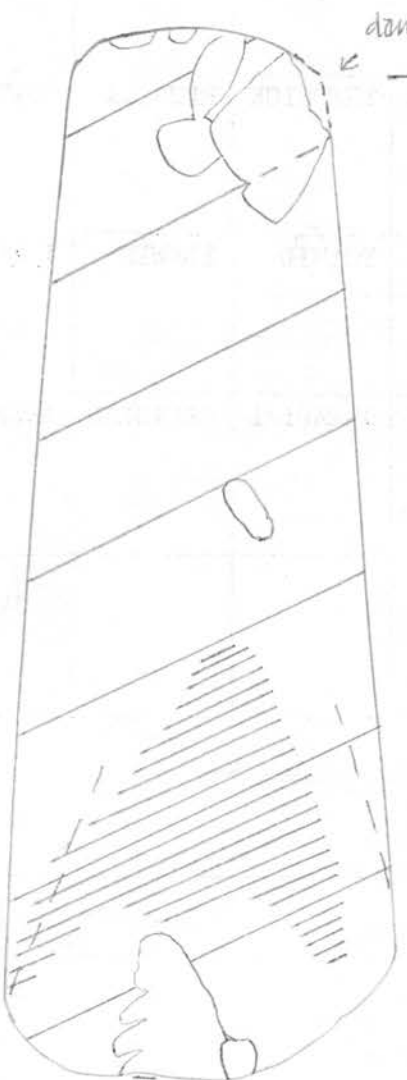


10019

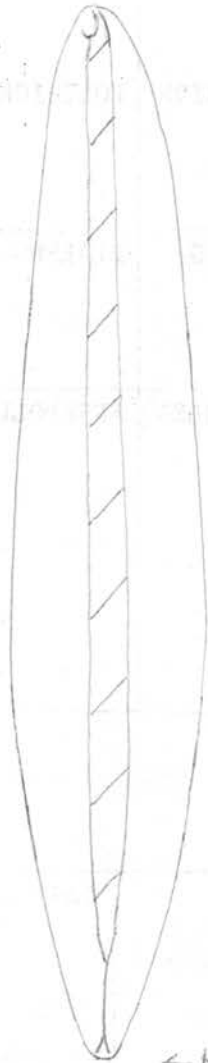
P—



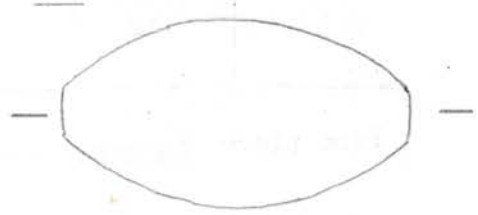
← damage scars (also on back)

↑ damage scar not ground in

T



← blade hollow



w/B—