[Reaper of Souls - Proto - Game Strings Code]

Reaper of Souls - Proto - Player Account:

DiabloFans Quote:

```
BannerConfiguration
{
required uint32 banner_shape = 1 [default = 0];
required uint32 sigil_main = 2 [default = 0];
required uint32 sigil_accent = 3 [default = 0];
required uint32 pattern_color = 4 [default = 0];
required uint32 background_color = 5 [default = 0];
required uint32 sigil_color = 6 [default = 0];
required uint32 sigil_placement = 7 [default = 0];
required uint32 pattern = 8 [default = 0];
required bool use_sigil_variant = 9 [default = false];
optional uint32 epic_banner = 10 [default = 0];
}

Digest
{
enum Flags
{
HARDCORE_HERO_UNLOCKED = 1;
ADVENTURE_MODE_UNLOCKED_DEPRECATED = 2;
PARAGON_100_VANILLA_FEAT = 3;
DEMONIC_DIFFICULTY_UNLOCKED = 4;
APOCALPYSE_DIFFICULTY_UNLOCKED = 5;
ADVENTURE_MODE_TUTORIAL_PLAYED = 6;
}

required uint32 version = 1;
required .D3.OnlineService.EntityId last_played_hero_id = 2;
required .D3.Account.BannerConfiguration banner_configuration = 3;
required uint32 flags = 4 [default = 0];
optional uint64 pvp_cooldown = 5 [default = 0];
optional uint32 season_id = 7 [default = 0];
optional uint64 guild_id = 8 [default = 0];
repeated uint32 alt_levels = 9;
}

AccountPartition
{
required int32 partition_id = 1;
required .D3.AttributeSerializer.SavedAttributes saved_attributes = 2;
optional .D3.Items.ItemList items = 3;
optional .D3.ItemCrafting.CrafterSavedData crafter_data = 4;
optional .D3.OnlineService.EntityId gold_id = 5;
optional bytes deprecated_stash_icons = 6;
optional uint64 accepted_license_bits = 7;
optional uint32 alt_level = 8 [default = 0];
optional .D3.Items.CurrencySavedData currency_data = 9;
}

SavedDefinition
{
required uint32 version = 1;
optional .D3.Account.Digest digest = 2;
required .D3.AttributeSerializer.SavedAttributes saved_attributes = 3;
optional .D3.AttributeSerializer.SavedAttributes saved_attributes_hardcore = 4;
```

```
optional bytes seen_tutorials = 9;
optional sfixed64 num_vote_kicks_participated_in = 10;
optional sfixed64 num_vote_kicks_initiated = 11;
optional sfixed64 num_public_games_no_kick = 12;
optional sfixed64 times_vote_kicked = 13;
optional bytes stash_icons_normal = 16;
optional bytes stash_icons_hardcore = 18;
optional uint32 create_time = 19 [default = 0];
optional uint32 num_groups_created = 22;
repeated .D3.Account.AccountPartition partitions = 20;
optional .D3.Items.ItemList deprecated_normal_shared_saved_items = 5;
optional .D3.Items.ItemList deprecated_hardcore_shared_saved_items = 6;
optional .D3.ItemCrafting.CrafterSavedData deprecated_crafter_normal_data = 7;
optional .D3.ItemCrafting.CrafterSavedData deprecated_crafter_hardcore_data = 8;
optional .D3.OnlineService.EntityId deprecated_gold_id_normal = 14;
optional .D3.OnlineService.EntityId deprecated_gold_id_hardcore = 15;
optional uint64 deprecated_accepted_license_bits = 17;
optional .D3.Account.ConsoleData console_data = 21;
}

Avenger
{
enum State
{
ALIVE = 0;
KILLED_PLAYER = 1;
KILLED = 2;
}

required uint32 player_kills = 1 [default = 1];
required string avenger_name = 2 [default = "Avenger"];
required sint32 monster_sno = 3 [default = -1];
required bool resolved = 4 [default = false];
required .D3.Account.Avenger.State result = 5 [default = ALIVE];
}

AvengerData
{
optional .D3.Account.Avenger avenger_hardcore = 1;
optional .D3.Account.Avenger avenger_solo = 2;
optional .D3.Account.Avenger avenger_friends = 3;
}

ConsoleData
{
optional uint32 version_required = 1 [default = 0];
optional .D3.Achievements.Snapshot achievement_snapshot = 2;
optional sint32 highest_completed_difficulty_deprecated = 3 [default = -1];
optional bool has_demo_save = 4 [default = false];
optional .D3.Account.AvengerData avenger_data = 5;
}

LadderInfo
{
required uint64 account_id = 1;
required uint32 level = 2;
required uint32 xp = 3;
required uint64 guild_id = 4;
optional string guild_name = 5;
}

LadderInfoList
{
repeated .D3.Account.LadderInfo info = 1;
}
```

Reaper of Souls - Proto - Player Account P2:

Spoiler (click to hide)

▲

```
ToolTip
{
required .D3.OnlineService.ItemId itemId = 1;
required uint32 ItemQualityLevel = 2;
required string Name = 3;
required string Type = 4;
required int32 SetItem = 5;
required string Flavor = 6;
required string Cost = 7;
required string Durability = 8;
required string ClassReqs = 9;
required string Requirements = 10;
required string Enhancement = 11;
required uint64 StackCount = 12;
required uint32 NumSockets = 13;
required uint32 FilledSockets = 14;
required string DisplayName = 15;
}

TooltipList
{
repeated .D3.CS.ToolTip tooltips = 1;
}

FallenHero
{
required .D3.Profile.HeroProfile profile = 1;
required .D3.Hero.Digest digest = 2;
required string time = 3;
}

Snapshot
{
required uint64 version = 1;
required .D3.Account.SavedDefinition definition = 2;
repeated .D3.Hero.SavedDefinition heros = 3;
required .D3.Profile.HeroProfileList hero_profiles = 5;
repeated .D3.CS.FallenHero fallen_heros = 6;
optional .D3.Items.Mails mails = 7;
optional uint32 create_time = 8;
repeated .D3.Profile.AccountProfile account_profiles = 9;
optional .D3.OnlineService.EntityId account_id = 10;
required .D3.Profile.AccountProfile deprecated_account_profile = 4;
}
```

Reaper of Souls - Proto - Player Account P3:

Spoiler (click to hide)

```
VisualItem
{
optional sfixed32 gbid = 1 [default = -1];
optional sint32 dye_type = 2 [default = 0];
optional sint32 item_effect_type = 3 [default = 0];
optional sint32 effect_level = 4 [default = -1];
}

VisualEquipment
{
repeated .D3.Hero.VisualItem visual_item = 1;
}
```

```
QuestHistoryEntry
{
required sfixed32 sno_quest = 1 [default = -1];
optional sint32 difficulty_deprecated = 2 [default = 0];
optional sint32 highest_played_quest_step = 3 [default = -3];
}

QuestRewardHistoryEntry
{
required sfixed32 sno_quest = 1 [default = -1];
required sint32 step_uid = 2 [default = -1];
optional sint32 difficulty_deprecated = 3 [default = 0];
optional uint32 difficulty_flags = 4 [default = 0];
}

Digest
{
required uint32 version = 1;
required .D3.OnlineService.EntityId hero_id = 2;
optional string hero_name = 3;
required sfixed32 gbid_class = 4;
required sint32 level = 5;
required uint32 player_flags = 6;
required .D3.Hero.VisualEquipment visual_equipment = 7;
repeated .D3.Hero.QuestHistoryEntry quest_history = 8;
required sint32 last_played_act = 9;
required sint32 highest_unlocked_act = 10;
optional sint32 last_played_difficulty_deprecated = 11;
optional sint32 highest_unlocked_difficulty_deprecated = 12;
required sfixed32 last_played_quest = 13;
required sint32 last_played_quest_step = 14;
required uint32 time_played = 15 [default = 0];
optional sint32 highest_completed_difficulty_deprecated = 16 [default = -1];
optional uint32 create_time = 17;
optional uint32 last_played_time = 18;
optional uint32 delete_time = 19;
optional sint32 deprecated_alt_level = 20;
optional sint32 pvp_rank = 21;
optional uint32 season_created = 22 [default = 0];
optional uint32 last_played_mode = 23 [default = 0];
}

DigestUI
{
required sint32 last_played_act = 1;
required sint32 highest_unlocked_act = 2;
optional sint32 last_played_difficulty_deprecated = 3;
optional sint32 highest_unlocked_difficulty_deprecated = 4;
required sfixed32 last_played_quest = 5;
required sint32 last_played_quest_step = 6;
required uint32 time_played = 7 [default = 0];
optional sint32 highest_completed_difficulty_deprecated = 8;
optional uint32 last_played_mode = 9 [default = 0];
}

SavedQuest
{
required sfixed32 sno_quest = 1 [default = -1];
optional sint32 difficulty_deprecated = 2 [default = 0];
required sint32 current_step_uid = 3 [default = -1];
repeated sint32 objective_state = 4 [packed=true];
repeated sint32 failure_condition_state = 5 [packed=true];
}

LearnedLore
{
repeated sfixed32 sno_lore_learned = 1;
optional bytes sno_lore_learned_bitfield = 2;
}

SavedConversations
{
```

```
required bytes played_conversations_bitfield = 1;
repeated sfixed32 sno_saved_conversations = 2;
optional bytes sno_saved_conversations_bitfield = 3;
}


SavePointData_Proto
{
required sfixed32 sno_world = 1 [default = -1];
required sint32 savepoint_number = 2 [default = -1];
required uint32 creates_portal = 3 [default = 0];
}


SkillWithRune
{
required sfixed32 sno_skill = 1 [default = -1];
optional sint32 rune_type = 2 [default = -1];
}


SavedItemLink
{
required sint32 x = 1 [default = -1];
required sint32 y = 2 [default = -1];
}


SavedData
{
required uint32 time_played = 1 [default = 0];
required uint32 activated_waypoints = 2 [default = 0];
required .D3.Hireling.SavedData hireling_saved_data = 3;
required uint32 last_level_time = 4 [default = 0];
required .D3.Hero.LearnedLore learned_lore = 5;
required .D3.Hero.SavedConversations saved_conversations = 6;
repeated sfixed32 sno_traits = 7;
required .D3.Hero.SavePointData_Proto save_point = 8;
required sfixed32 gbid_potion_button = 9 [default = -1];
repeated .D3.Hero.SkillWithRune active_skills = 10;
required bytes skill_slot_ever_assigned = 11;
required uint32 skill_version = 12 [default = 0];
repeated uint32 boss_kill_flags = 13;
optional uint32 event_flags = 14 [default = 0];
optional uint32 skill_kit_version = 15 [default = 0];
optional .D3.Hero.SavedItemLink potion_button_item = 16;
}


Timestamps
{
required sint64 create_time = 1;
optional sint64 delete_time = 2;
}


SavedDefinition
{
required uint32 version = 1;
optional .D3.Hero.Digest digest = 2;
required .D3.AttributeSerializer.SavedAttributes saved_attributes = 3;
optional .D3.Hero.SavedData saved_data = 4;
repeated .D3.Hero.SavedQuest saved_quest = 5;
optional .D3.Items.ItemList items = 6;
repeated .D3.Hero.QuestRewardHistoryEntry quest_reward_history = 7;
optional uint64 accepted_license_bits = 8;
optional .D3.Hero.ConsoleData console_data = 10;
}


NameText
{
required string name = 1;
}


HeroList
{
repeated .D3.OnlineService.EntityId hero_ids = 1;
}
```

```
DigestList
{
repeated .D3.Hero.Digest digests = 1;
}

QuestHistoryList
{
repeated .D3.Hero.QuestHistoryEntry quest_history = 1;
}

SavedQuestList
{
repeated .D3.Hero.SavedQuest saved_quests = 1;
}

QuestRewardHistoryList
{
repeated .D3.Hero.QuestRewardHistoryEntry quest_reward_history = 1;
}

BasicAttributeList
{
repeated .D3.AttributeSerializer.SavedAttribute attributes = 1;
}

ConsoleData
{
optional .D3.Profile.HeroProfile hero_profile = 1;
optional sint32 last_played_handicap = 2 [default = 2];
optional string killer_name = 3;
}
```

Reaper of Souls - Proto - Guild:

Spoiler (click to hide)

```
Rank
{
required uint32 rank_id = 1;
required uint32 rank_order = 2;
required string name = 3;
required uint32 permissions = 4;
}

RankList
{
repeated .D3.Guild.Rank ranks = 1;
}

Member
{
required uint64 account_id = 1;
required uint32 rank_id = 2;
required string note = 3;
required uint64 news_time = 4;
required uint32 achievement_points = 5;
}

MemberList
{
repeated .D3.Guild.Member members = 1;
}

News
```

```
{
required uint64 news_id = 1;
required uint64 account_id = 2;
required uint32 news_type = 3;
required uint64 news_time = 4;
optional bytes news_data = 5;
optional uint32 news_flags = 6;
}

NewsList
{
repeated .D3.Guild.News news = 1;
}

NewsPost
{
required string headline = 1;
required string body = 2;
}

Invite
{
required uint64 account_id = 1;
required uint64 inviter_id = 2;
required uint32 invite_time = 3;
required uint32 invite_type = 4;
required uint32 expire_time = 5;
}

InviteList
{
repeated .D3.Guild.Invite invites = 1;
}

AchievementNews
{
required uint64 achievement_id = 1;
}

PartyList
{
repeated .D3.OnlineService.EntityId ids = 1;
}

Guild
{
required uint64 guild_id = 1;
required uint64 creator = 2;
required uint32 create_time = 3;
required string name = 4;
required string motd = 5;
required .D3.Guild.NewsList news = 6;
required .D3.Guild.RankList ranks = 7;
required .D3.Guild.MemberList members = 8;
required uint32 total_members = 9;
required .D3.Guild.PartyList party_ids = 10;
optional string tag = 11;
optional uint32 category = 12;
optional bool requires_invitation = 13;
optional string description = 14;
optional uint32 language = 15;
required .D3.Guild.InviteList invites = 16;
optional bool searchable = 17;
optional bool allow_suggestions = 18;
optional uint32 search_category = 19;
}

GuildList
{
repeated uint64 guild_ids = 1;
}

InviteInfo
```

```
{
required uint64 guild_id = 1;
required string guild_name = 2;
required uint64 inviter_id = 3;
required uint32 category = 4;
required uint32 invite_type = 5;
required uint32 expire_time = 6;
}

InviteInfoList
{
repeated .D3.Guild.InviteInfo invites = 1;
}

GuildInfo
{
required uint64 guild_id = 1;
required uint32 guild_category = 2;
optional string name = 3;
optional uint64 member_news_time = 4 [default = 0];
}

GuildInfoList
{
repeated .D3.Guild.GuildInfo guilds = 1;
}

GuildSearchResult
{
required uint64 guild_id = 1;
required string guild_name = 2;
optional string guild_tag = 3;
optional uint32 search_category = 4;
required uint32 language = 5;
required bool requires_invite = 6;
required uint32 total_members = 7;
required uint32 online_members = 8;
}

GuildSearchResultList
{
repeated .D3.Guild.GuildSearchResult results = 1;
}

GroupRosterResponse
{
required .D3.Guild.MemberList members = 1;
required uint32 total_members = 2;
required uint32 active_members = 3;
}

GuildSummary
{
required uint64 guild_id = 1;
required string guild_name = 2;
required string guild_tag = 3;
required uint32 guild_flags = 4;
}

ExtendedInfo
{
required uint64 guild_id = 1;
required string description = 2;
required uint64 leader_id = 3;
repeated uint64 officers = 4;
}
```

Reaper of Souls - Proto - Crafting:

Spoiler (click to hide)

▲

```
CrafterData
{
repeated sfixed32 recipes = 1;
repeated sfixed32 deprecated_available_enchants = 2;
required int32 level = 3;
required sfixed64 cooldown_end = 4;
optional bytes recipes_bitfield = 5;
}

CrafterTransmogData
{
repeated sfixed32 unlocked_transmogs = 1;
optional bytes unlocked_transmogs_bitfield = 2;
}

CrafterDevilsHandData
{
repeated sfixed32 unlocked_sets = 1;
}

CrafterSavedData
{
repeated .D3.ItemCrafting.CrafterData crafter_data = 1;
optional .D3.ItemCrafting.CrafterTransmogData transmog_data = 2;
optional .D3.ItemCrafting.CrafterDevilsHandData devils_hand_data = 3;
}
```

Reaper of Souls - Proto - Items:

Spoiler (click to hide)

```
RareItemName
{
required bool item_name_is_prefix = 1 [default = false];
required sfixed32 sno_affix_string_list = 2 [default = -1];
required sint32 affix_string_list_index = 3 [default = -1];
required sint32 item_string_list_index = 4 [default = -1];
}

Generator
{
required uint32 seed = 1 [default = 0];
required .D3.GameBalance.Handle gb_handle = 2;
repeated sfixed32 base_affixes = 3;
optional .D3.Items.RareItemName rare_item_name = 4;
optional sfixed32 enchant_affix = 5 [default = -1];
required uint32 flags = 6 [default = 0];
required uint32 durability = 7;
required uint64 stack_size = 8;
optional uint32 dye_type = 9 [default = 0];
optional sint32 item_quality_level = 10 [default = 1];
optional sint32 item_binding_level = 11 [default = 0];
optional uint32 max_durability = 12 [default = 0];
repeated .D3.Items.EmbeddedGenerator contents = 13;
optional uint64 item_unlock_timestamp = 14 [default = 0];
optional uint32 enchant_range_val = 15 [default = 0];
optional uint32 legendary_item_level = 16 [default = 0];
optional sfixed32 transmog_gbid = 17 [default = -1];
optional uint32 season_created = 18 [default = 0];
optional uint32 max_durability_original = 19 [default = 0];
optional sfixed32 enchanted_affix_old = 20 [default = -1];
```

```
optional sfixed32 enchanted_affix_new = 21 [default = -1];
optional sfixed32 legendary_base_item_gbid = 22 [default = -1];
optional uint32 enchanted_affix_seed = 23 [default = 0];
optional uint32 enchanted_affix_count = 24 [default = 0];
}

GeneratorList
{
repeated .D3.Items.Generator generators = 1;
}

EmbeddedGenerator
{
required .D3.OnlineService.ItemId id = 1;
required .D3.Items.Generator generator = 2;
}

SavedItem
{
required .D3.OnlineService.ItemId id = 1;
optional .D3.OnlineService.EntityId owner_entity_id = 2;
optional .D3.OnlineService.ItemId socket_id = 3;
required sint32 hireling_class = 4;
required sint32 item_slot = 5;
required sint32 square_index = 6;
required uint32 used_socket_count = 7 [default = 0];
optional .D3.Items.Generator generator = 8;
}

ItemList
{
repeated .D3.Items.SavedItem items = 1;
}

MailAttachments
{
optional .D3.Items.ItemList items = 1;
}

Mail
{
required .D3.OnlineService.EntityId account_to = 1;
required .D3.OnlineService.EntityId account_from = 2;
required uint64 mail_id = 3;
optional string title = 4;
optional string body = 5;
optional uint32 status = 6;
optional uint32 send_time = 7;
optional .D3.Items.MailAttachments attachments = 8;
optional uint32 flags = 9;
optional uint32 season_created = 10;
}

Mails
{
repeated .D3.Items.Mail mails = 1;
}

CurrencyData
{
required sfixed32 gbid = 1;
required uint32 count = 2 [default = 0];
}

CurrencySavedData
{
repeated .D3.Items.CurrencyData currency = 1;
}
```

Reaper of Souls - Proto - Player Profile:

DiabloFans Quote:

```
ClassInfo
{
optional uint64 playtime = 1 [default = 0];
optional uint32 highest_level = 2 [default = 0];
optional uint32 deprecated_highest_difficulty = 3 [default = 0];
optional uint32 pvp_games = 4 [default = 0];
}

SkillWithRune
{
required sfixed32 skill = 1 [default = -1];
optional sint32 rune_type = 2 [default = -1];
}

SkillsWithRunes
{
repeated .D3.Profile.SkillWithRune runes = 1;
}

PassiveSkills
{
repeated sfixed32 sno_traits = 1;
}

KillerInfo
{
optional int32 sno_killer = 1 [default = -1];
optional uint32 rarity = 2;
repeated int32 rare_name_gbids = 3;
}

HeroProfile
{
optional uint64 monsters_killed = 1;
optional uint64 elites_killed = 2;
optional uint64 gold_collected = 3;
optional uint32 highest_level = 4;
optional uint32 deprecated_highest_difficulty = 5;
optional uint32 create_time = 6;
optional bool hardcore = 7 [default = false];
optional uint32 strength = 8;
optional uint32 dexterity = 9;
optional uint32 intelligence = 10;
optional uint32 vitality = 11;
optional uint32 armor = 12;
optional float dps = 13;
optional uint32 resist_arcane = 14;
optional uint32 resist_fire = 15;
optional uint32 resist_lightning = 16;
optional uint32 resist_poison = 17;
optional uint32 resist_cold = 18;
optional .D3.Items.ItemList equipment = 19;
optional .D3.Profile.SkillsWithRunes sno_active_skills = 20;
optional .D3.Profile.PassiveSkills sno_traits = 21;
optional uint32 death_time = 22;
optional .D3.Profile.KillerInfo killer_info = 23;
optional uint32 sno_kill_location = 24;
optional .D3.OnlineService.EntityId hero_id = 27;
optional float damage_increase = 28;
optional float crit_chance = 29;
optional float damage_reduction = 30;
optional uint32 life = 31;
optional uint32 pvp_glory = 35;
optional uint32 pvp_wins = 36;
optional uint32 pvp_takedowns = 37;
optional uint64 pvp_damage = 38;
```

```
    }

HeroProfileList
{
repeated .D3.Profile.HeroProfile heros = 1;
}

AccountProfile
{
optional uint32 deprecated_highest_difficulty = 1;
optional uint32 highest_boss_difficulty_1 = 2;
optional uint32 highest_boss_difficulty_2 = 3;
optional uint32 highest_boss_difficulty_3 = 4;
optional uint32 highest_boss_difficulty_4 = 5;
optional uint64 monsters_killed = 6 [default = 0];
optional uint64 elites_killed = 7 [default = 0];
optional uint64 gold_collected = 8 [default = 0];
optional uint64 highest_hardcore_level = 9;
optional uint64 hardcore_monsters_killed = 10;
optional .D3.Profile.ClassInfo class_barbarian = 11;
optional .D3.Profile.ClassInfo class_demonhunter = 12;
optional .D3.Profile.ClassInfo class_monk = 13;
optional .D3.Profile.ClassInfo class_witchdoctor = 14;
optional .D3.Profile.ClassInfo class_wizard = 15;
optional .D3.Profile.ClassInfo class_crusader = 16;
optional uint32 pvp_wins = 18;
optional uint32 pvp_takedowns = 19;
optional uint64 pvp_damage = 20;
optional uint32 season_id = 21 [default = 0];
optional uint32 highest_boss_difficulty_5 = 22;
optional uint32 best_ladder_paragon_level = 23;
optional uint32 paragon_level = 24 [default = 0];
optional uint32 paragon_xp_next = 25 [default = 0];
repeated uint32 seasons = 26;
optional uint32 paragon_level_hardcore = 27 [default = 0];
optional uint32 paragon_xp_next_hardcore = 28 [default = 0];
optional uint32 bounties_completed = 29 [default = 0];
optional uint32 loot_runs_completed = 30 [default = 0];
}

PvpMatchPlayer
{
optional uint64 account_id = 1;
optional uint32 gbid_class = 2;
optional bool is_female = 3 [default = false];
}

PvpMatchPlayers
{
repeated .D3.Profile.PvpMatchPlayer team_0 = 1;
repeated .D3.Profile.PvpMatchPlayer team_1 = 2;
}

PvpMatch
{
optional uint32 arena = 1;
optional .D3.Profile.PvpMatchPlayers players = 2;
optional uint32 score_team_0 = 3;
optional uint32 score_team_1 = 4;
optional uint32 play_time = 5;
optional uint32 hero_id = 6;
optional uint32 game_mode = 7;
}

PvpMatchList
{
repeated .D3.Profile.PvpMatch matches = 1;
}

PvpTeam
{
optional uint64 team_id = 1;
optional float rating = 2;
```

```
optional float rating_variance = 3;
optional float bootstrap = 4;
optional int32 games_played = 5;
optional uint32 last_played = 6;
optional int32 num_members = 7;
optional int32 game_mode = 8;
}
```

Help:

Spoiler (click to hide)

▲

🃏 **DiabloFans Quote:**

Sorting stuff, uploading....

#2 (?comment=2)

FEIF81 ▾
(/members/90979-feif81)

(/members/90979-feif81)

Cantor
Location: Helsingborg
Join Date: 2/13/2013
Posts: 608

Looks nice ty m8...keep up the good work

#3 (?comment=3)

Stiven ▾
(/members/53399-stiven)

(/members/53399-stiven)

Faithful
Join Date: 10/15/2011
Posts: 27

Looking forward to see all ! 🙂

#4 (?comment=4)

EleSaturate ▾
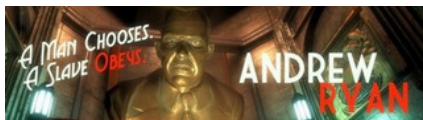**(/members/64505-elesaturate)**

(/members/64505-elesaturate)

Sexton
Join Date: 2/28/2012
Posts: 367

Keep it up 🙂

"Fear is the mind killer. Fear is the small death that brings total obliteration."

#5 (?comment=5)