

WOUNDS & VIGOUR

Threshold	WOUNDS	Verletzungen	VIGOUR	<input type="checkbox"/> Bewusstlos	<input type="checkbox"/> Sterben	<input type="checkbox"/> Stabil
<div>TP</div>	<div>TP</div>	<div>TP</div>	<div>TP</div>	<div>TP</div>		