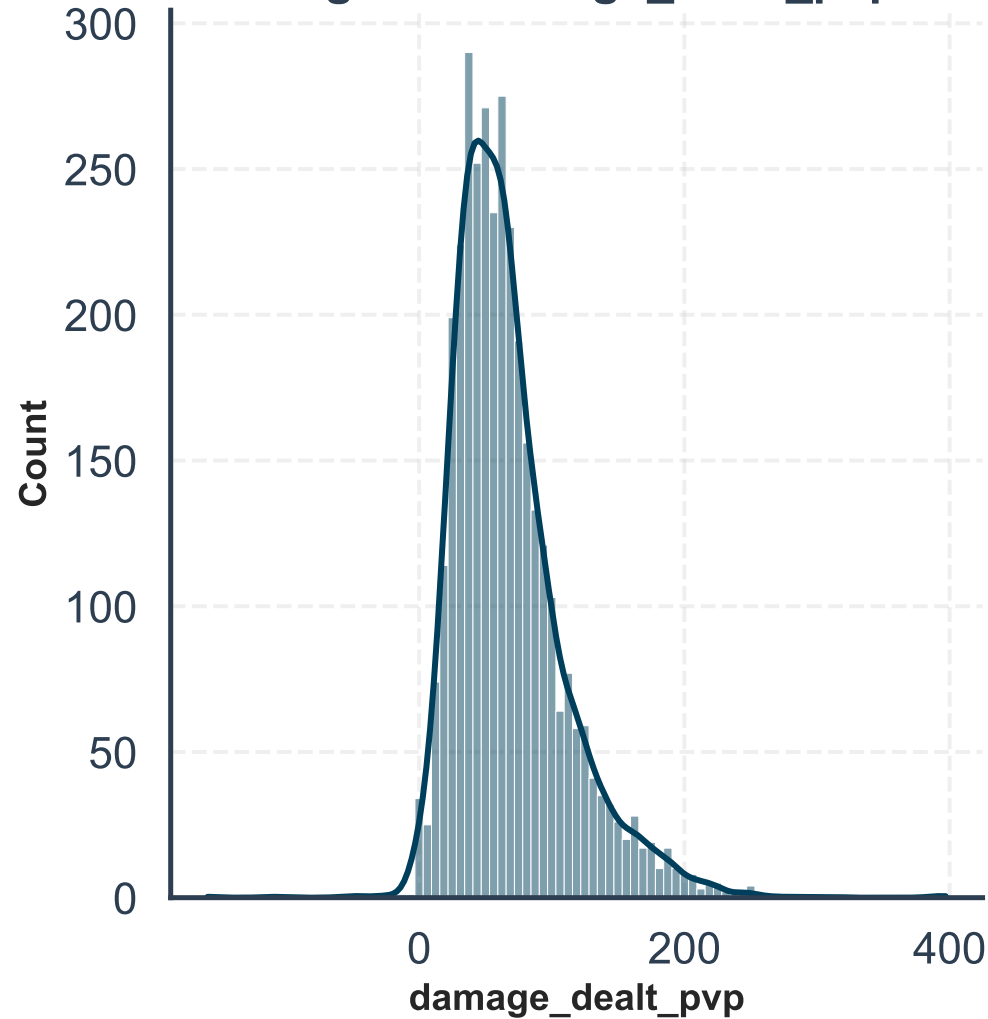


Original: damage_dealt_pvp



Log(x+1): damage_dealt_pvp

