



## CONTENT MANAGER:

CHARLES RICE, CHRIS DAVIS



## LAYOUT:

CHRIS DAVIS



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## DRAMATIS PERSONAE: ROARING 20'S

BY CHARLES RICE

Welcome to Dramatis Personae: Roaring 20's, the companion to Timeline: Roaring 20's. This short work gives you a range of historical NPCs suitable for a 20's campaign, along with backgrounds and adventure hooks for each. It also includes some new crunch drawn from our *Blood and Relics* sourcebook for gothic horror that brings the shadowy world of seers and fortunetellers to your 20's games.

## DRAMATIS PERSONAE

## FRANK "DASHER" ABBANDANDO

One of the founding members of Mafia hitsquad Murder Inc., Abbando kills as many as 30 people in Brooklyn alone during the 1920's. His nickname came from his tremendous running speed, which he used to great effect during his hits, outpacing targets to catch them off guard and cut off their escape. His foot speed also made him an excellent baseball player but Abbando's true calling was crime.

**Adventure:** "Comin' down hard on you": One of the PCs has infuriated a local mob boss, who contracts Abbando to kill him in exchange for \$500.

**Frank "Dasher" Abbando (Fast Hero 3/Hitman 7):** CR 10; Medium-size humanoid; HD 3d8+6 plus 7d10+14; HP 73; Mas 14; Init +3; Spd 40 ft; Defense 21, touch 21, flatfooted 18 (+0 size, +3 Dex, +8 class); BAB +7; Grap +8; Atk +8 melee (1d6+1, Rifle Butt), or

Eliot Ness



+11 ranged (2d6+0, Thompson SMG); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +7, Ref +9, Will +4; AP 5; Rep +3; Str 13, Dex 16, Con 14, Int 10, Wis 13, Cha 8.

**Occupation:** Criminal (Gamble, Knowledge [Streetwise])

**Skills:** Bluff +2, Craft (mechanical) +3, Demolitions +3, Diplomacy +2, Disable Device +3, Drive +12, Gamble +5, Hide +6, Intimidate +5, Knowledge (Current Events) +3, Knowledge (Popular Culture) +3, Knowledge (Streetwise) +7, Move Silently +6

**Feats:** Advanced Firearms Proficiency, Burst Fire, Dodge, Drive-By Attack, Mobility, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency, Weapon Focus

**Talents (Fast Hero):** Increased Speed, Improved Increased Speed

**Talents (Hitman):** Blood Money +2, Dirty Deeds +1d6, Blood Money +4, Dirty Deeds +2d6, Calling Card

**Possessions:** Rifle Butt, Thompson SMG

## AL "SCARFACE" CAPONE

Brooklyn-born Al Capone began his criminal career in New York but it was in Chicago where he rose to the upper echelons of organized crime, becoming a notorious crime lord and a member of the FBI's Ten-most wanted list. After a conviction for tax evasion in 1931, Capone is sent to Alcatraz.

**Adventure Hook:** "A love letter from Vincent van Gogh": The daughter of a judge hearing a case against one of Capone's lieutenants has been kidnapped. The judge has received an ear claiming to be her daughter's along with a warning that more body parts will follow unless the case is decided the "right" way. Investigating the case on behalf of the judge, it takes an unexpected turn when the PCs receive a visit from Capone himself, offering to help find the girl, claiming he is being framed by a

criminal rival and that something so obvious would never be his style.

**Al "Scarface" Capone (Charismatic Hero 3/Tough Hero 3/Mob Boss 10):** CR 16; Medium-size humanoid; HD 3d6+6 plus 3d10+6 plus 10d8+20 plus 3; HP 108; Mas 14; Init +1; Spd 30 ft; Defense 17, touch 17, flatfooted 16 (+0 size, +1 Dex, +6 class); BAB +8; Grap +8; Atk +8 melee (1d6+0, weapon), or +9 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Organized Crime; SV Fort +11, Ref +7, Will +9; AP 8; Rep +14; Str 10, Dex 12, Con 14, Int 14, Wis 10, Cha 16.

**Occupation:** Criminal (Gamble, Knowledge [Streetwise])

**Skills:** Bluff +19, Diplomacy +19, Drive +9, Gamble +20, Gather Information +14, Intimidate +22, Knowledge (Behavioral Sciences) +7, Knowledge (Business) +18, Knowledge (Civics) +8, Knowledge (Current Events) +5, Knowledge (Popular Culture) +8, Knowledge (Streetwise) +22, Knowledge (Tactics) +7, Sense Motive +10

**Feats:** Brawl, Combat Expertise, Fixer, Henchmen, Information Network, Inspired Leadership, Personal Firearms Proficiency, Renown, Renown, Simple Weapons Proficiency, Speed Dial, Tough Customer, Trusted Associate, Well-Connected

**Talents (Charismatic Hero):** Charm, Favor

**Talents (Tough Hero):** Robust, Damage Reduction 1/—

**Talents (Mob Boss):** Undue Influence (low), Contraband, Captain, Undue Influence (medium), Vendetta, Undue Influence (high), Capo, Godfather

**Possessions:** Wealth +30 (almost always unarmed but could afford just about anything in a pinch or have a contact provide it to him)

## EDGAR CAYCE

Edgar Cayce is one of the most famous psychics to have ever lived and made numerous predictions

concerning the end of the world. Despite being one of the central inspirations for the modern New Age movement, Cayce considered his work interpreting scripture and helping to tend to the sick to be more significant achievements than his ability to see the future.

**Adventure:** "The Sight": While investigating a gruesome series of murders, the PCs are referred to Cayce for help. When they arrive they find his home has been trashed and he has been kidnapped. Tracking the culprits, they find a cult has taken Cayce and intends to sacrifice him to a dark god. This same cult committed the murders and realized through their magics that Cayce was using his powers independently to track them down.

**Edgar Cayce (Dedicated Hero 5):** CR 5; Medium-size humanoid; HD 5d6+5; HP 23; Mas 12; Init +0; Spd 30 ft; Defense 13, touch 13, flatfooted 13 (+0 size, +0 Dex, +3 class); BAB +3; Grap +2; Atk +2 melee (1d6+1, weapon), or +3 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Higher Power; SV Fort +4, Ref +1, Will +7; AP 2; Rep +3; Str 8, Dex 10, Con 12, Int 14, Wis 15, Cha 13.

**Occupation:** Psychic (Concentration, Knowledge [Arcane Lore])

**Skills:** Concentration +9, Craft (pharmaceutical) +4, Knowledge (Arcane Lore) +13, Knowledge (History) +10, Knowledge (Theology and Philosophy) +12, Prophecy +10, Sense Motive +13, Spot +10, Treat Injury +4

**Feats:** Astrology, Educated (Knowledge [Arcane Lore], Knowledge [Theology and Philosophy]), Iron Will, Medical Expert, Scriptural Interpretation, Second Sight, Simple Weapons Proficiency

**Talents (Dedicated Hero):** Skill Emphasis (Sense Motive), Empathy, Faith

**Possessions:** Appropriate for wealth, never armed.

## JACK DEMPSEY

The “Manassa Mauler”, who also fought under the name “Kid Blackie” was one of the five most famous athletes of the Roaring 20’s. The others, along with the sports they were famous for were: Babe Ruth (baseball), Bill Tilden (tennis), Red Grange (football) and Bobby Jones (golf).

**Adventure Hook:** “Take a dive”: The PCs are approached by Dempsey’s promoter and manager, Tex Rickard. Dempsey has been ordered by a mob boss to take a dive in his upcoming fight and his wife, actress Estelle Taylor, has been kidnapped to make sure he complies. The PCs have to find and rescue Dempsey’s wife before the 12<sup>th</sup> round when he is to take a dive. They also need to bring those responsible to justice so this doesn’t happen again.

**Jack Dempsey (Strong Hero 5/Tough Hero 7):**

CR 12; Medium-size humanoid; HD 5d8+15 plus 7d10+21 plus 10; HP 108; Mas 17; Init +2; Spd 30 ft; Defense 19, touch 19, flatfooted 17 (+0 size, +2 Dex, +7 class); BAB +10; Grap +12; Atk +14 melee (1d8 nonlethal+5, Improved Brawl), or +12 melee (1d4+5 Combat Martial Arts), or +12 ranged (+0/, by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +12, Ref +5, Will +2; AP 6; Rep +6; Str 14, Dex 14, Con 17, Int 10, Wis 8, Cha 12.

**Occupation:** Athlete (Balance, Jump, Swim)

**Skills:** Balance +5, Climb +5, Concentration +9, Intimidate +7, Jump +6, Knowledge (Current Events) +3, Knowledge (Popular Culture) +6, Knowledge (Streetwise) +6, Knowledge (Tactics) +3, Spot +2, Swim +6

**Feats:** Block, Body Blow, Boxing, Brawl, Combat Martial Arts, Combat Reflexes, Improved Block, Improved Brawl, Knockout Punch, Power Attack, Renown, Simple Weapons Proficiency, Toughness

**Talents (Strong Hero):** Melee Smash, Improved Melee Smash, Advanced Melee Smash

**Talents (Tough Hero):** Robust, Second Wind,

Damage Reduction 1/—, Damage Reduction 2/—

**Possessions:** Not usually armed. Possessions will be appropriate for a man of his wealth (quite high in the 1920’s).

## CHARLES LINDBERGH

“Lucky Lindy” earned worldwide fame for making the first solo transatlantic flight. This earned him the adoration of Americans and provided a huge boost to the respect of aviators and proved the possibility of reliable transatlantic flight for commercial purposes. Later moments in Lindbergh’s life would thrust him in the spotlight for much less happy reasons: the murder and kidnapping of his son and Lindbergh’s support for American isolationism and alleged Nazi tendencies in the years before America’s entry into WWII.

**Adventure Hook:** “Hero Down”: While performing a test flight on a new airplane Lindbergh helped design, his plane goes down over the Atlantic during a massive storm. The PCs are drafted (for reasons dependant on their skills) to assist in the search for one of America’s greatest heroes.

**Charles Lindbergh (Fast Hero 3/Smart Hero 4):**

CR 7; Medium-size humanoid; HD 3d8+3 plus 4d6+4; HP 35; Mas 13; Init +3; Spd 30 ft; Defense 18, touch 18, flatfooted 15 (+0 size, +3 Dex, +5 class); BAB +4; Grap +4; Atk +4 melee (by weapon), or +7 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +3, Ref +8, Will +4; AP 3; Rep +6; Str 10, Dex 16, Con 13, Int 14, Wis 12, Cha 8.

**Occupation:** Adventurer (Knowledge [Technology], Pilot)

**Skills:** Balance +5, Computer Use +4, Concentration +3, Craft (chemical) +6, Craft (mechanical) +14, Craft (structural) +12, Drive +5, Knowledge (Business) +8, Knowledge (Current Events) +8, Knowledge (Physical Sciences) +8,

Knowledge (Popular Culture) +8, Knowledge (Tactics) +6, Knowledge (Technology) +13, Navigate +8, Pilot +16, Profession +7, Repair +10, Tumble +9

**Feats:** Aircraft Operation (Heavy), Builder (Craft [mechanical], Craft [structural]), Focused, Gearhead, Lightning Reflexes, Personal Firearms Proficiency, Renown, Simple Weapons Proficiency, Vehicle Expert

**Talents (Fast Hero):** Evasion, Uncanny Dodge 1

**Talents (Smart Hero):** Savant (Craft [mechanical]), Savant (Craft [structural])

**Possessions:** Appropriate for wealth. Not usually armed.

## H.L. MENCKEN

One of the most famous writers and journalists in the 20<sup>th</sup> century, Mencken was known as the “Sage of Baltimore” and was simultaneously America’s best respected political pundit and literary critic. One of the most famous stories Mencken covered as a reporter was the Scopes Monkey Trial and Mencken is credited with giving the trial this famous name.

**Adventure Hook:** “Witness Protection”:

Mencken uncovered hard evidence of wrongdoing by a “respectable” Baltimore businessman while investigating the Baltimore underworld. Now Max “Bulletproof” Saracino has ordered Mencken be killed before he can testify. So many local officers are on the take that the police are afraid to use one of their own, and hire the PCs to protect the famous writer.

**H.L. Mencken (Charismatic Hero 3/Intrepid Reporter 3):**

CR 6; Medium-size humanoid; HD 3d6+3 plus 3d6+3; HP 28; Mas 12; Init +0; Spd 30 ft; Defense 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 class); BAB +2; Grap +1; Atk +1 melee (1d6+1, weapon), or +2 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +4, Ref +4, Will +7; AP 3; Rep +6; Str 8, Dex 10, Con 12, Int 14,



Wis 13, Cha 16.

**Occupation:** Academic (Craft [writing], Knowledge [Art], Knowledge [Theology and Philosophy])

**Skills:** Craft (writing) +14, Diplomacy +11, Gather Information +11, Investigate +10, Knowledge (Art) +14, Knowledge (Business) +8, Knowledge (Civics) +8, Knowledge (Current Events) +13, Knowledge (Popular Culture) +11, Knowledge (Theology and Philosophy) +12, Perform +5, Sense Motive +12

**Feats:** Attentive, Creative (Craft [writing], Perform), Educated (Knowledge [Art], Knowledge [Current Events]), Iron Will, Renown, Simple Weapons Proficiency, Trustworthy

**Talents (Charismatic Hero):** Charm, Favor

**Talents (Intrepid Reporter):** Reliable Sources (2 hours), Human Polygraph

**Possessions:** Appropriate for wealth, typically unarmed.

## ELIOT NESS

Eliot Ness was a U.S. Treasury Agent famous for his anti-prohibition enforcement efforts in Chicago of the Roaring 20's. Although often credited with putting Al Capone in prison, that was actually the work of other agents. Ness was the leader of the second prong of the government's two-pronged assault on Capone's out of control crime syndicate, the enforcement side. While other agents attempted to put Capone in jail for prison, Ness and his men, dubbed the "Untouchables" by the press enforced the Prohibition laws to their fullest, curtailing Capone's operations at every turn.

**Adventure Hook:** "Carry a badge, carry a gun": New to the Chicago area, PCs with law enforcement ties might find themselves borrowed by Ness for liquor raids. If they prove themselves reliable and honest during these raids, they might even find themselves joining the Untouchables.

**Eliot Ness (Dedicated Hero 3/G-Man 10):** CR 13; Medium-size humanoid; HD 3d6+6 plus 10d8+20; HP 82; Mas 14; Init +2; Spd 30 ft; Defense 19, touch 19, flatfooted 17 (+0 size, +2 Dex, +7 class); BAB +9; Grap +9; Atk +9 melee (1d6+0, Club), or +12 ranged (2d6+0, Thompson SMG); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL Law Enforcement; SV Fort +9, Ref +8, Will +8; AP 6; Rep +4; Str 10, Dex 14, Con 14, Int 14, Wis 16, Cha 13.

**Occupation:** Investigative (Investigate, Knowledge [Civics])

**Skills:** Diplomacy +8, Drive +9, Gather Information +8, Intimidate +8, Investigate +21, Knowledge (Business) +8, Knowledge (Civics) +16, Knowledge (Current Events) +9, Knowledge (Streetwise) +15, Knowledge (Tactics) +8, Listen +8, Search +9, Sense Motive +18, Spot +8

**Feats:** Advanced Firearms Proficiency, Alertness, Attentive, Bull's Eye, Burst Fire, Enemy, Home Turf, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency, Weapon Focus

**Talents (Dedicated Hero):** Skill Emphasis (Investigate), Aware

**Talents (G-Man):** Weapon Focus, Witness Protection, Still Buster +1, Dead or Alive, Untouchable, Still Buster +2, Still Buster +3

**Possessions:** Club, Thompson SMG

## NIKOLAI TESLA

Despite possessing one of the finest minds in the fields of engineering, mechanics and physics the world has ever seen, Tesla went from being on a par with Thomas Edison to being seen as a mad scientist and died destitute and nearly forgotten. Despite this, he should be remembered every time an electrical device is turned on as the creator of alternating current, which replaced direct current for use in commercial applications and homes.

**Adventure Hook:** "Top Men": The PCs find an

unusual device (possibly alien or atlantean in origin depending on the campaign, otherwise the work of some evil genius) and are sent to Tesla to examine it. When they arrive at his laboratory they find one of his experiments has gone wrong and must first save him. Again depending on the nature of the campaign this could be as mundane as a lab fire or as "out there" as a rampaging, artificially intelligent robot.

**Nikolai Tesla (Smart Hero 10):** CR 10; Medium-size humanoid; HD 10d6+10; HP 45; Mas 13; Init +1; Spd 30 ft; Defense 14, touch 14, flatfooted 13 (+0 size, +1 Dex, +3 class); BAB +5; Grap +5; Atk +5 melee (1d6+0, weapon), or +6 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +4, Ref +4, Will +9; AP 5; Rep +7; Str 10, Dex 12, Con 13, Int 17, Wis 14, Cha 8.

**Occupation:** Technician (Craft [electronic], Knowledge [Physical Sciences], Knowledge [Technology])

**Skills:** Balance +3, Computer Use +5, Concentration +3, Craft (electronic) +29, Craft (mechanical) +28, Craft (structural) +16, Decipher Script +5, Demolitions +16, Disable Device +16, Forgery +5, Knowledge (Earth and Life Sciences) +16, Knowledge (Physical Sciences) +19, Knowledge (Technology) +29, Listen +4, Profession +15, Repair +28, Research +18, Search +5, Spot +4

**Feats:** Alertness, Builder (Craft [electronic], Craft [mechanical]), Educated (Knowledge [Physical Sciences], Knowledge [Technology]), Focused, Gearhead, Iron Will, Mastercrafter, Meticulous, Renown, Simple Weapons Proficiency, Studious

**Talents (Smart Hero):** Savant (Craft [electronic]), Savant (Craft [mechanical]), Linguist, Savant (Knowledge [Technology]), Savant (Repair)

**Possessions:** Appropriate for his wealth, almost never armed but usually surrounded by a host of technological gadgets and prototypes that could be used as weapons.

## NEW FEATS

### ASTROLOGY

You use the stars to aid your forecasts of the future.

**Prerequisite:** Second Sight, Knowledge (arcane lore) 5 ranks.

**Effect:** When making a Prophecy skill check, you may use your Knowledge (arcane lore) skill to assist you. Before making your Prophecy check, make a Knowledge (arcane lore) skill check (DC 15) to gain a +2 circumstance bonus on your Prophecy skill check.

If your Knowledge (arcane lore) skill check is 20-24, the circumstance bonus is +3; 25-29, +4; and so forth.

**Special:** The effects of this feat stack with similar feats (such as Palm Reading).

### CONVICTION (HIGHER POWER)

You are devoted to the Higher Powers.

**Prerequisite:** Your first allegiance must be to a Higher Power.

**Effect:** Knowledge (theology and philosophy) is added to your permanent class skill list. You also gain a +2 bonus to all checks related to Sacred Rituals. You may take Sacred Ritual feats any time you are entitled to take a bonus feat (although you must meet the prerequisites for any feat selected) You may not perform Profane Rituals without first renouncing your allegiance to your Higher Power (thereby losing this feat).

**Special:** If the allegiance prerequisite for this feat is ever removed (either altogether or from its position as your first allegiance) or revoked by the

GM (because you are not roleplaying the allegiance), you may not gain the benefits of this feat until you have re-established the required allegiance as your first allegiance. Acquiring an allegiance or changing the order of allegiances requires you to gain at least one level.

### FAITH'S PROTECTION (DARK OR HIGHER POWER)

Your faith in your Higher Power (or a Dark Power) sees you through rough times.

**Prerequisite:** Conviction (Dark Power) or Conviction (Higher Power).

**Effect:** Your faith protects you in times of need, allowing you to reroll any failed saving throw from a magical, demonic, or evil source (including such sources as demonic poison and Profane Rituals).

Conviction (Dark Power) functions in the same manner, except that it works against holy attacks and effects (including Sacred Rituals). Use of this feat requires you to spend an action point.

### NUMEROLOGY

You can use your knowledge of arcane number theory to aid your attempts to forecast the future.

**Prerequisite:** Second Sight, Knowledge (physical sciences) 5 ranks.

**Effect:** When making a Prophecy skill check, you may use your Knowledge (physical sciences) skill to assist you. Before making your Prophecy check, make a Knowledge (physical sciences) skill check (DC 15) to gain a +2 circumstance bonus on your Prophecy skill check. If your Knowledge (physical sciences) skill check is 20-24, the bonus is +3, 25-29, +4; and so forth.

**Special:** The effects of this feat stack with similar feats (such as Palm Reading).

### PALM READING

By studying patterns in the palm of a subject, you gain increased insight into her future.

**Prerequisite:** Second Sight, Spot 5 ranks.

**Effect:** When making a Prophecy skill check to foresee the future on a subject, you may use your Spot skill to assist you. Before making your Prophecy check, make a Spot skill check (DC 15) while studying the palm of the individual whose future you wish to forecast. Success grants a +2 circumstance bonus to your Prophecy skill check. If your Spot skill check is 20-24, the bonus is +3; 25-29, +4; and so forth.

**Special:** The effects of this feat stack with similar feats (such as Numerology).

### SECOND SIGHT

You are gifted (some would say cursed) with the ability to see the future.

**Effect:** Prophecy is added to your permanent class skill list. This feat grants access to the Prophecy skill.

**Normal:** Only characters that have this feat may acquire ranks in the Prophecy skill.

### SCRIPTURAL INTERPRETATION

You increase your insight into the future through your knowledge of the works of the great Biblical prophets of the past.

**Prerequisite:** Second Sight, Knowledge (theology and philosophy) 5 ranks.

**Effect:** When making a Prophecy skill check, you can use your Knowledge (theology and philosophy) skill to assist you. Before making your Prophecy check, make a Knowledge (theology and philosophy) skill check (DC 15) to gain a +2 circumstance bonus on your Prophecy skill check. If your Knowledge (theology and philosophy) skill check is 20-24, the bonus is +3; 25-29, +4; and so forth.

**Special:** The effects of this feat stack with similar feats (such as Palm Reading).

### MODERN CHARACTER GENERATOR

Statistical blocks created with RPGObjects' [Modern Character Generator](#).

## NEW SKILL

### PROPHECY (WIS: EXCLUSIVE)

You are gifted (or cursed) with the ability to divine the future. In the modern world, few believe in precognition; many with this ability are scorned or even institutionalized. The unfortunate fact that seeing the future frequently leads to real insanity doesn't make this situation any easier, and characters with prophetic vision are often haunted by what they see. To make matters worse, those who know that this power is real often seek to use those who possess it for their own selfish ends.

**Check:** The Prophecy skill can be used to provide an accurate forecast of a single event in the future. The character must be able to describe in general terms the circumstances they wish to see; upon a successful check and at the GM's discretion, the character receives a vision of the way that event is most likely to play out. In addition to knowledge of future, a successful Prophecy skill check grants the character a free action point for use on a single skill check or attack roll during the forecasted event. However, if the Prophecy check fails, the character receives no information about the event and the GM gains a free action point to an opponent's skill check.

The use of this skill is always subject to the GM's judgment. The further into the future events are forecast, the murkier the future becomes.

Event	DC
Forecast event less than 24 hours in the future	20
Forecast 1-2 days in the future	25
Forecast 3 days in the future	30
Forecast 4 days in the future	35
Forecast 5 or more days in the future	40

**Action:** A prophecy check takes 24 hours; this time must be spent in meditation or prayer.

**Try Again:** Varies. Prophecy checks to aid specific events may not be retried. Attempts to foresee broader or less specific occurrences (such as the end of the world) may be retried at the GM's discretion.

**Special:** Characters with the Second Sight feat gain access to the Prophecy skill. Characters with 5 or more ranks in Concentration gain a +2 bonus on Prophecy skill checks, since they notice small details during their visions that others might overlook.

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