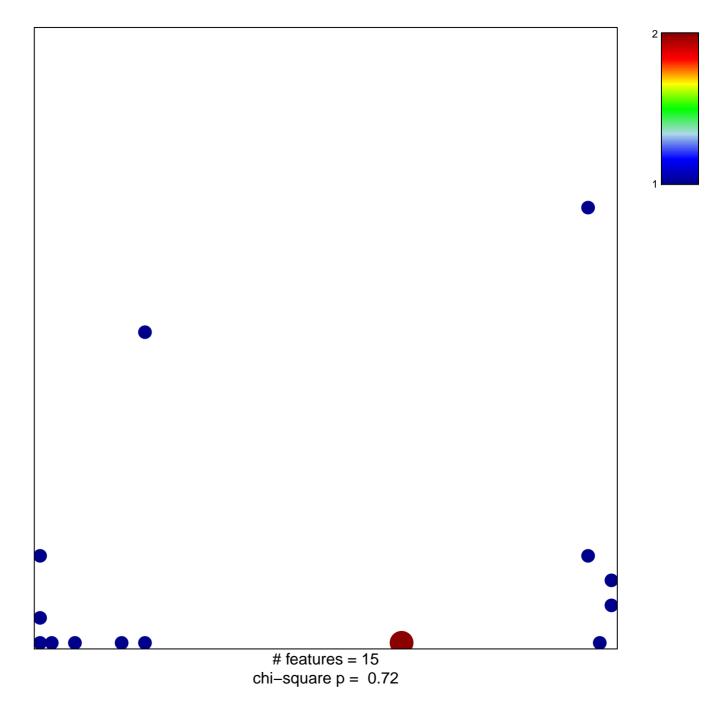
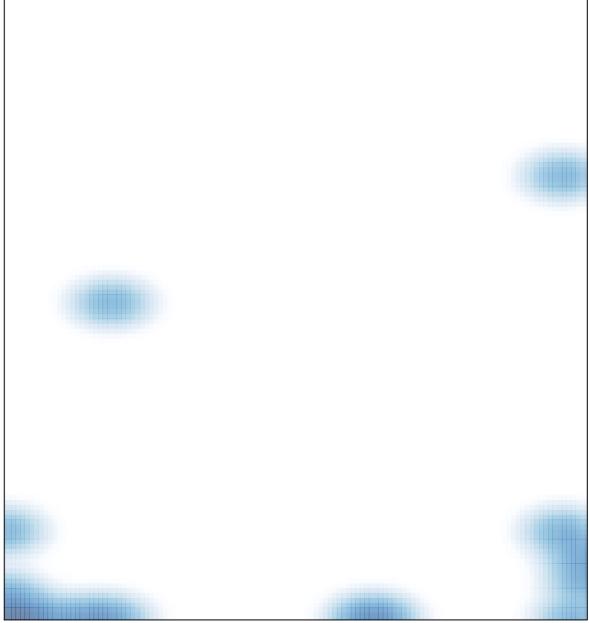
## ROY\_WOUND\_BLOOD\_VESSEL\_UP



## ROY\_WOUND\_BLOOD\_VESSEL\_UP



# features = 15, max = 2