



PROFILE

Name:

Origin:

Origin:

BONDS (Scenario Only)

Name:	Value:	Use:	Notes:
		<input type="checkbox"/>	
		<input type="checkbox"/>	
		<input type="checkbox"/>	
		<input type="checkbox"/>	
		<input type="checkbox"/>	

Bond value can range from +3 (positive) to -3 (negative).
Use a bond to **increase Damage** dealt (if positive) or to **reduce Pressure** suffered (if negative). Each Bond can be used once per Scenario, but the **Hope** regains all during **Showdown**.

ATTACK COMMANDS

Cost:

Combo:

Cost:

Combo:

Cost:

Combo:

Cost:

Combo:

BLOCK COMMANDS

Cost:

Combo:

DASH COMMANDS

Cost:

Combo:

DRIVE I (Style)

Reveal Trigger:

Effect:

DRIVE II (Style or Universal)

Reveal Trigger:

Effect:

DRIVE III (Style or Universal)

Reveal Trigger:

Effect: