HERO NAME	#	HERO NAME	#
LEVEL °° ESSENCE		LEVEL °° ESSENCE	
RACERACIAL ABILITY		RACERACIAL ABILITY	
CLASS		CLASS	
CLASS ABILITY		CLASS ABILITY	
CLASS PASSIVE		CLASS PASSIVE	
GUILDGUILD PERK		GUILDGUILD PERK	
DEFENSE + + ±	TATUS TOTAL TATUS TOTAL TOTAL TOTAL	ATTACK BASE + LEVEL UP + EQ DEFENSE + + +	TUS TOTAL
WEAPONS & SHIELDS	WEAPON CHARGES	WEAPONS & SHIELDS	WEAPON CHARGES
% ° ()		% ° ()	
× • O	00000	× • O	00000
× * O	00000	× ° O	
% ° O	00000	% & 🔾	
BACKPACK E		BACKPACK	EQUIP MAX 2 LUNITE SHARDS
* I O		◈ 죠 ○	
◈ 죠 ○		₩ 표 ○	
⊕ ¼ ○		₩ 표 ○	
⊕ ¼ ○		₩ 표 ○	
⊕ ♣ ♠ ♠		₩ 표 ○	
⊕ ∡ ○		⊕ Ⅱ ○	
₩ # ○		₩ # ○	
* I O		* I O	
⊕ ♣ ♠ ♠ ♠		⊕ ⊥ ○	