Name

$

	Bonus		Defense		Energy
(B)10		=			/
(M)10		=			/
(S)10		=			/

Power Level

/

AP: 6

(B)	DC:	(B)	DC:	(B)	DC:
(M)	DC:	(S)	DC:		

Resistance

Weakness

Quirk

Loadout

1h 2h

range_ cost_ to_hit_

damage_ **

Reload AP

x /

x /

1h 2h

range_ cost_ to_hit_

damage_ **

Reload AP

x /

x /

1h 2h

range_ cost_ to_hit_

damage_ **

Reload AP

x /

x /

Character Upgrades:

Techniques

range_ cost_ to_hit_

damage_

x /

x /

range_ cost_ to_hit_

damage_

x /

x /

range_ cost_ to_hit_

damage_

x /

x /