

Existing assets

replace xxxxx with: chad, enginir, gamer, homie, imposter, memer, musey, neutral, nurd, sporty or weeb.

:add_button:	
:subtract_button:	
:none:	
:energy_xxxxx:	
:energy_xxxxx_volatile:	
:type_magic: (unused asset)	
:type_physical: (unused asset)	
:type_ranged: (unused asset)	
:type_support: (unused asset)	