

```
1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace DragonBallGame.CharacterClass
8 {
9     public class Black : Character
10    {
11        public Black() : base("Black", 2500, 1500, "Fierce God Slicer") { }
12
13        public override int MaxLevel => 0;
14    }
15 }
16
```