

**PROFILE**


Name: \_\_\_\_\_  
 Pronouns: \_\_\_\_\_ 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: \_\_\_\_\_