Player Name  Character Name	Heart Containers	Event		Player 1		Player 2		Player 3		Player 4	
	Magic Meter		Х		Х		Х		Х		Х
ace	Armor Class	-	x		х		х		х		х
ackground	EXPAffinity	<b>——</b>			v		v				
ath	_		х		х		х		х		х
layer Name	Heart Containers										
Character Name	Magic Meter		х		х		х		х		х
Race	Armor Class		х		х		х		х		х
Background	EXP Affinity	+	x		х		x		х		х
ath	_										
Player Name	Heart Containers										
Character Name	Magic Meter		х		х		х		Х		Х
Race	Armor Class		х		Х		х		Х		Х
Background	EXP Affinity	+ + +	х		х		х		Х		Х
Path	<u> </u>						<u> </u>		<u> </u>	<u> </u>	
Player Name	Heart Containers	<b>1</b>			х		х		Х	ļ	х
Character Name	Magic Meter	-	х								-
Race	Armor Class		х		х		Х		Х		х
Background	EXP Affinity	-	х		х		х		Х		Х
Path	_				<u> </u>		<u> </u>		<u> </u>		
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