Item				Base Essence	Base Cost (¥)	Grade	Final Essence	Final Cost (¥)

Rememb	er that charac	ters canno	ot start pla	y with any equip	ment that has a Ratir	ng of more than 6 o	or an Availability of	more than 8
Kennenill	ci tilat CllaldC	ccis caille	n start pla	ry with any equipi	ment that has a Nath	is of more than 0.0	an / wanability Of	more thall o.
	RE GRADES						Final Essence	Final Nuye
irade	Essence	Cost	Availa				Cost	Cost
tandard Ipha	Std x0.8	Std x2	Std Std					
eta	x0.6	x4	+5/x1					L
Delta	x0.5	x8	+9/x		Kemain	ing Essence		

Character:

Cyberware Selection

Used

as grade

x0.5

Std