Actions – 4 per turn

* Prepare – Gain 1 strike
* Rest – Gain 1 heart
* Move
* Attack – Fight a monster or the beast

Starter Decks – 10 cards per deck (hand of 5)

* All
  + Job x 6
  + Prepare x 3
  + Push x 1

Special Ability

* Apothecary
* Militia
* Hunter
* Courier

Basic Card Abilities

* Gain Strikes
* Gain Moves
* Gain Hearts
* Gain Shields
* Gain Coins
* Gain Actions