* Ability cooldown
* Wait ability - gain back ep don't turn page
* 3 card per turn
* Save a card on the side
* Summon evolves according to stat focus
* Steal EP from opponent
* Copy an enemy attack
* Call back a card from the junk pile
* Call a specific card
* Attack and gain another turn
* Burn (high damage, limited number of turns)
* Poison ( low damage, high number of turns)
* Paralyze
* Draw 2 extra card
* Gain ep but opponent also gains a small amount of EP
* Block an attack
* Search for a specific card
* Bomb – big damage to opponent after a certain amount of time