**Deck and Hand**

* Deck Size
  + Players have a maximize deck size determined by what perks they’ve selected
  + **[See Pregame Customization Spec “Perks”]**
* Drawing Cards
  + Once a player uses a card, they will automatically draw another one immediately from their deck (if their deck has any cards left in it) to replace the card used in their hand.
  + The new card is usable as soon as the player uses the old card, regardless of the duration of the old card’s effects and/or animation
  + There will be a brief animation from displaying what card has been drawn from the deck **[See Animation Spec “Draw Animation”]** that will be skipped if the card is immediately used.
* Hand
  + A player will have 5 *(potentially subject to change)* cards in their hand
  + The hand will be viewable to the user. **[See UI Spec “Hand Display”]**
  + When a player uses a card in their hand, the card that replaces it from the player’s deck will go in the slot of the previously used card.
  + A player can reorganize their hand whenever they wants by clicking and dragging on the cards and moving them to the position they would rather the card be at, the card currently at that position will then swap to the other card’s old position.
  + A player can use any given card in their hand at any time by pressing a key which is mapped to a position in the player’s hand
  + **[See Control Spec “Card Use”]**
* Deck Display
  + Players can view their current deck in a sidebar **[See UI Spec “Deck Display”]**
  + This displays all the cards in their deck but doesn’t reveal the actual order they will draw cards in
* Loot
  + Players can pick up cards on the ground by clicking on them when their character is close enough to open a loot window. **[See UI Spec “Loot Menu”]**
  + Cards players add to their deck are placed randomly within their deck
  + If a player tries to pick up a card when their deck is full, nothing happens