Class Cards:

This card represents a player’s class, it defines the classes advantages and disadvantages, lists the different available actions, shows the players HP, lists the characters ‘inventory space’ or the number of cards that he can hold in his deck, the starting gear options, the base attack damage and range and has an image of the player’s character.

These cards can be dealt out randomly at set up or can be selected and traded around by players to decide the set-up classes they wish to play as.

In detail:

* Player class is the name of the class listed on the top of the card i.e. brute.
* Available actions are listed to the right side in a box, and under them the class has one defined disadvantage and one advantage to these actions. Based on the class if they do not have access to a certain action it will be removed from the available actions list but still listed as a disadvantage.
* By the class name up top the max hp of the class is listed.
* After the max hp the character inventory space is listed.
* The image of the character is right under the name against the left side.
* Against the bottom are listed default cards for the class and particular cards that are available to choose from (will be written as “Pick 2[or 1]: Pike, Sword, Hammer)
* Attack damage and range are how much damage the character deals in an attack and at what distance it may be executed, ignoring all modifiers from cards. This attack is normally paired with a card, otherwise it is just very weak and should only be used in emergencies. Both the attack damage and range are most always completely override by the used weapon card.