Player Action Card:

These cards are added to the players deck that they are building over the course of the game. Players start with certain starter cards but across the game build a unique set of cards that lend them an unique advantage in defeating enemies. These cards come in various subtypes, some subtypes that are normally just descriptive of what the action is, and then even farther down from subtypes there are ‘action types’ that actually define how the action is carried out in the game. Players have the option to use one of these cards per turn they have and have 4 to choose from at any given time. Often times cards will have two actions to choose from, making your options even more variable turn to turn.

Subtypes: Skill, Weapon, Armor, Spell, Tool, Relics, Ancient Spells, legendary armor, legendary weapon, special training

* Skills are normally class based or something learned, such as burglary, fighting styles, etc.
* Weapons are unique weapons that a character can have, like swords, hammers, and bows all with unique effects.
* Armor is often used to set up better defense and block damage and are a normally a lasting effect rather than a single use.
* Spells are a lot like weapons and are focused around combat; however, they do not need to be used in tandem with an attack action, rather they can be used separately. Spells can only be used by the wizard class unless otherwise stated.
* Tools are items that come in handy often times for things like healing or executing a quick bonus action like an extra movement.
* Relics are special items that grant very large bonuses or abilities along the same lines of a tool, they are hard to come by in the game and should be used strategically. The legendary variant of tools.
* Ancient spells are legendary variants of spells.
* Legendary Armor is the legendary variant of armor.
* Legendary Weapons are the legendary variant of weapons.
* Special trainings are the legendary variant of skills.

Action types:

* Attack: this card must be used after selecting the attack action and replaces the characters normal attack with the attack listed.
* Instant: resolve this card instantly.
* Ongoing: This card is left until a certain criterion is met, offering its bonus continuously.