

## Character Ability Cards

Playing ability cards is what allows a character to perform **actions** in a scenario. Each round players choose two ability cards and use the **top action** of one card and the **bottom action** of the other card, resulting in two **actions** for each player on his or her turn. All ability cards are specific to a character class and are acquired when starting a new character or by leveling up.

### AN ABILITY CARD INCLUDES:

- The name of the ability **a**.
- An initiative number **b**. The initiative number of the leading card played determines a player's order in the initiative of a given round (see Determining Initiative on p. 18 for more details).
- The level of the class card **c**. A character starting at Level 1 can only use their Level 1 cards (or, alternately, cards), but a character gains more powerful cards as they level up to add to their pool of available ability cards.
- A top action **d** and bottom action **e**. When the two ability cards are played on a player's turn, one is used for the top action and the other for the bottom action. Note that a single **action** can contain several separate **abilities** **f**. (See Character Turn on pp. 18–28 for more details on character actions.)

