



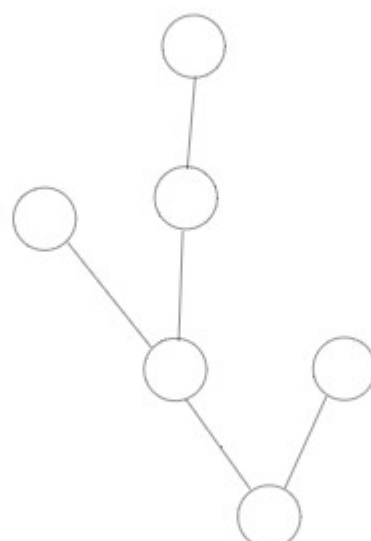


Profile	Cards	Cardgainer	Shop	Friendlist												
<div>Play</div> <div></div> <div>someNickName</div> <div>stats:<table><tr><td>strength</td><td>-> 30</td></tr><tr><td>dexterity</td><td>-> 12</td></tr><tr><td>intelligence</td><td>-> 15</td></tr><tr><td>vigor</td><td>-> 7</td></tr><tr><td>endurance</td><td>-> 12</td></tr><tr><td>charisma</td><td>-> 25</td></tr></table></div> <div>equipped Abilities<div></div></div>					strength	-> 30	dexterity	-> 12	intelligence	-> 15	vigor	-> 7	endurance	-> 12	charisma	-> 25
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Stats can be increased by spending xp
except for charisma. charisma can only be increased by raising friend levels



Unlock new or better abilities by increasing stats

Abilities can support specific
cards/Attack/Heal or let you draw extra
cards

For each ability effect (for example healing) there is
a skilltree