

⚡ Mage Core Class Quick Reference

⚡ Class Overview

Stat	Bonus	Special Ability
Energy	+2	Draw extra card when playing energy cards
Movement	+1	Extra program cards

🔥 Class Actions

Action	Cost	Effect
Energy Surge	2E	Gain 3 Energy next turn (+1 net)
Spell Weaving	1E	Next spell -1 cost, +1 range
Arcane Shield	2E	Absorb 4 damage for 2 turns

🧠 Energy Management

Action	Cost	Gain	Net Effect
Energy Surge	2E	+3E next turn	+1E net gain
Spell Weaving	1E	-1E on next spell	Efficient casting
Arcane Shield	2E	4 damage absorption	Defensive value

⚡ Strategy Tips

- **Energy Flow:** Energy Surge → Spell Weaving → Arcane Shield → Standard Actions
- **Spell Synergy:** Spell Weaving + High-cost spells = Maximum efficiency
- **Timing:** Energy Surge when low energy, Spell Weaving before casting, Arcane Shield before damage
- **Base Energy:** 8 Energy (6 + 2 bonus), +2 per turn

🛡️ Arcane Shield

- **Absorbs:** Up to 4 damage before HP damage
- **Regenerates:** Each turn if not fully depleted
- **Duration:** 2 turns total
- **Strategy:** Preemptive casting, best against multiple small hits

🏆 Win Conditions

- **Competitive:** Energy control, spell efficiency, defensive magic
- **Cooperative:** Energy support, spell enhancement, protective magic