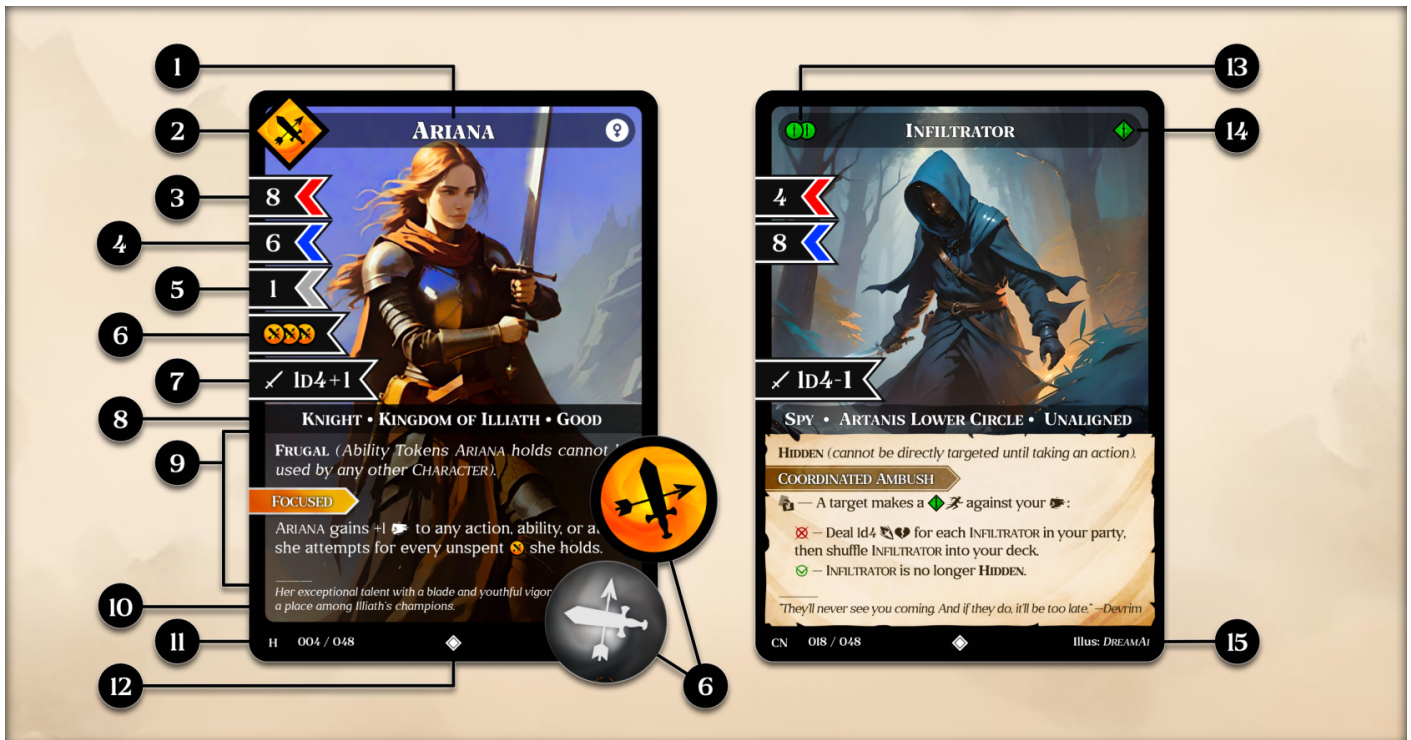# Parts of a Card

Playable Cards

All cards in Sanctuary follow the same format:

1. Name

The name of the card determines if another card in your deck is a duplicate.

2. Base Class

Heroes and Class Levels have a base class icon.

3. Hit Points (HP)

How much health the card has. When the card's HP reaches zero, it's defeated and sent to the discard pile.

4. Agility (AG)

How hard this card is to hit. Another player must beat a card's AG during an attack roll to score a hit.

5. Armor (AR)

How much damage is mitigated when this card is hit. When a card takes damage from an attack, subtract the card's AR from the damage total before applying it.

6. Ability Tokens

Ability Tokens are the resources spent to use abilities play other cards.

7. Basic Attack

The type and damage amount of a Character's basic attack.

8. Subtypes

Specific qualities related to the card type, each following a specific pattern:

- **Characters:** Vocation • Affiliation • Alignment
- **Equipment:** Quality & Equipment Type • Size • Magical Affinity
- **Experience:** Experience Type
- **Actions:** Action Type
- **Relics:** Relic Type • Size

9. Card Effects

The card's abilities are stated here.

10. Flavor Text

11. Card and Set Data

12. Rarity Symbol

13. Cost

Cost refers to the quantity and types of resource (Ability Tokens, Gold, Favor, Character actions, etc.) that must be spent in order to use or put a card into play

13. Card Type

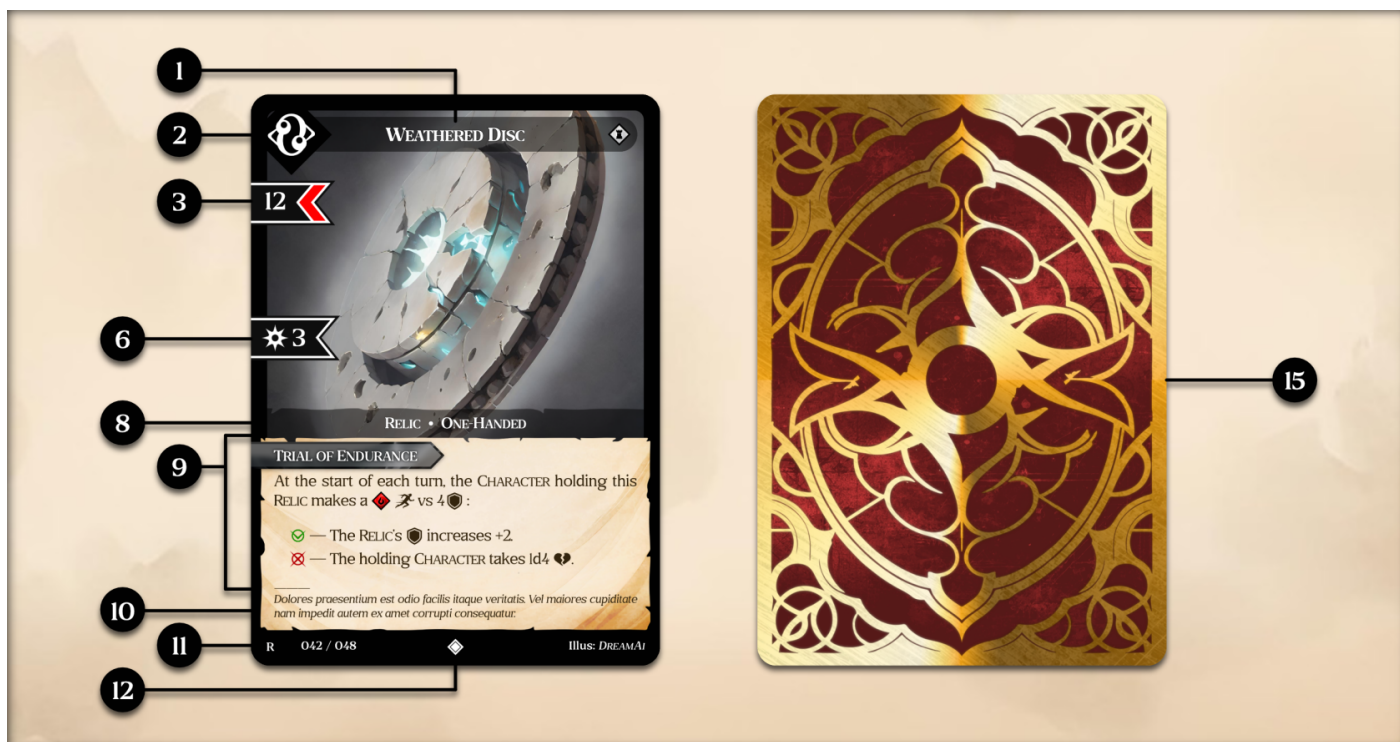This icon displays the card's type with exception of Characters:

- **Heroes:** The Hero's gender

- **Companions:** The Companion's class

14. Illustrator

Relic Cards

Relics are unique in that they are placed face-down on the play space before the game begins. While Relics follow the same format as playable cards, they have specific differences: