**Cards System**

1. Cards Delivery
   1. Ranged (targeted or skillshot)
   2. Melee
   3. Self
   4. Trigger by certain circumstances
   5. Area of Effect
   6. Delayed (in combination with one of the above)
   7. Immediate
   8. Target
2. Cards Effects
   1. Damage (Immediate or Over-Time and of various damage types)
   2. Defense
   3. Healing
   4. Perks (Temporary or rest of match)
   5. Status Effects **[See Spec:Character Condition-Status Effects]**
   6. Summon
   7. Movement
   8. Card Manipulation
   9. Deck Manipulation
   10. Vision Manipulation
3. Cards Types(A subset of the card pool will be the pre-game deck pool)
   1. Melee Attack
      1. Cards Delivery: **Melee** + (Target/Area of Effect/Immediate/Trigger/Delayed/Target)
      2. Cards Effects: **Physical Damage/Magical Damage** + max(2) of (Defense/Perks/Status Effects/Movement/Card Manipulation/Deck Manipulation/Vision Manipulation)
   2. Ranged Attack
      1. Cards Delivery: **Ranged** + (Target/Area of Effect/Immediate/Trigger/Delayed)
      2. Cards Effects: **Physical Damage/Magical Damage** + max(2) of (Defense/Perks/Status Effects/Movement/Card Manipulation/Deck Manipulation/Vision Manipulation)
   3. Defense
      1. Card Delivery: **Self** + (Target/Area of Effect/Immediate/Trigger/Delayed)
      2. Cards Effects: **Defense** + max(2) of (Physical Damage/Magical Damage/Healing/Summon/Perks/Status Effects/Movement/Card Manipulation/Deck Manipulation/Vision Manipulation)
   4. Healing
      1. Card Delivery: **Self** + (Immediate/Trigger/Delayed)
      2. Cards Effects:**Healing** + max(2) of (Perks/Status Effects/Movement/Card Manipulation/Deck Manipulation/Vision Manipulation)
   5. Summon/Trap
      1. Card Delivery: **Range/fixed placement** + *Trigger* + (Target/Area of Effect/Immediate/Delayed)
      2. Cards Effects: **Physical Damage/Magical Damage/Summon** + max(2) of (Status Effects/Movement/Card Manipulation/Deck Manipulation/Vision Manipulation)
   6. Movement
      1. Card Delivery: **Area of Effect/Immediate/Delayed/Target/Trigger**
      2. Cards Effects: **Movement** + max(2) of (Physical Damage/Magical Damage**/**Perks/Status Effects/Card Manipulation/Deck Manipulation/Vision Manipulation)
   7. Manipulation
      1. Card Delivery: **Target/Self/Range/Melee +** (Immediate/Trigger/Delayed)
      2. Cards Effects: **Card Manipulation/Deck Manipulation/Vision Manipulation**
4. Strength Ratio Table

|  |  |
| --- | --- |
| AOE(Small) | 5x5 |
| AOE(Medium) | 10x10 |
| AOE(Large) | 15x15 |
| Delayed(Short) | 0.3s |
| Delayed(Medium) | 0.8s |
| Delayed(Long) | 1.3s |
| Damage(Low) | 10 |
| Damage(Medium) | 25 |
| Damage(High) | 40 |
| Healing(Small) | 15 |
| Healing(Medium) | 45 |
| Healing(High) | 80 |

1. Card Examples(Scales refer to IV, effect without description refer to **[Character Condition-Status Effects Example]**)
   1. Melee Attack Example
      1. Card 1
         1. Melee + Area of Effect(Small) + Delayed(Medium)
         2. Physical Damage (High) + Status Effects(Bleed)
      2. Card 2
         1. Melee + Target + Immediate
         2. Physical Damage (Low) + Movement(Dash: instantly move a short distance (eg:15)) + Status Effects(Bleed)
   2. Ranged Attack Example
      1. Card 1
         1. Range(Long) + Area of Effect(Meidum) +Immediate
         2. Magical Damage(Low) + Status Effects(Curse)
      2. Card 2
         1. Range(Medium) + Target + Delayed(Medium)
         2. Magical Damage(Medium) + Status Effects(Curse Activation)
   3. Defense Example
      1. Card 1
         1. Melee + Area of Effect(Medium) + Immediate
         2. Defense + Summon(Reflect Wall: reflect range cards)
      2. Card 2
         1. Self + Immediate
         2. Defense + Status Effects(Magical Shield)
   4. Healing Example
      1. Card 1
         1. Self + Immediate(Healing over 5 second) + Trigger(Stop if damaged)
         2. Healing(Small) + Card Manipulation(Fission: 1\*Medium Chance to replicate the card)
      2. Card 2
         1. Self + Delayed(Casting time: Long)
         2. Healing(High) + Status Effects(Invisible) + Vision Manipulation(Lose vision: own)
   5. Summon/Trap Example
      1. Card 1
         1. Range(Short) + Immediate
         2. Summon(Medium Damage) + Card Manipulation(Fission: 2\*Low Chance to replicate the card)
      2. Card 2
         1. Trigger + Ranged(Medium) + Area of Effect(Small) + Delayed(Short)
         2. Summon(Invisible) + Status Effects(Bound: Medium) + Card Manipulation(Freeze: to lock 2 cards for 7s)
   6. Movement Example
      1. Card 1
         1. Range(Medium) + Immediate
         2. Movement(Static Remnant) + Magical Damage(Small) + Card Manipulation(Charge \* 2: can be used twice)
      2. Card 2
         1. Range(Very Far) + Delayed(Cast time: Long)
         2. Movement(Teleport: move to selected position within 200 range) + Status Effects(Stun for 1.4s)
   7. Manipulation Example
      1. Card 1
         1. Range(Map) + Immediate
         2. Vision Manipulation(Reveal position: all remaining opponents)
      2. Card 2
         1. Self + Immediate
         2. Card Manipulation(Charging: burn X selected cards in hand and give one selected card X charges: 9charges: could be use X times))
      3. Card 3
         1. Self + Immediate
         2. Deck Manipulation(View the top 15 cards in the current deck and put the selected 5 on top)
2. Card Format Example
   1. 