**Character Condition**

1. Player Health
   1. Character will have limited health points (100) for each game.
   2. Will be display as part of the UI. **[See UI Spec]**
   3. The health limit could be modify through perks. **[See Pregame Customization Spec “Perks”]**
   4. The health points will decrease through other players and AI’s attacks.
   5. The health points could recover through healing function cards.
2. Status Effects
   1. Character can be affected by different Status Effect.
   2. Status Effect can be positive or negative to players.
   3. Status Effects can be permanent or temporary.
   4. Status Effects can be modify through perks. **[See Pregame Customization Spec “Perks”]**
3. Status Effects Example
   1. E1
      1. Stun
         1. Character will not be able to move and use cards for one second.
   2. E2
      1. Curse
         1. Cumulative layered debuff.
         2. Does not have any effect until trigger.
         3. Does exponential damage based on layer number after trigger. (1.3layerNumber)
         4. Debuff layers will reduce by one after 10 seconds
            1. If another layer is added, the 10 seconds gets reset
         5. Damage calculation is done every time a new layer is added or a layer gets taken off after the 10 seconds
   3. E3
      1. Magic Shield
         1. Block up to 200hp of magic damage for up to 5 seconds
            1. Effect will expire after either 200hp of damage blocked or 5 seconds or passed, whichever one happens first
   4. E4
      1. Bleed
         1. Cumulative layered debuff.
         2. Each layers of debuff will increase the damage received from cards with bleed effect by 5%
         3. Debuff layers will reduce by one after 10 seconds
         4. Damage calculation should be redone when number of layers changes
   5. E5
      1. Invisibility
         1. Other players and AI will lose vision of the invisible character for 10 seconds
         2. If the character moves or attacks, the invisibility buff is lost
   6. E6
   7. Bound
      1. A bounded character will be restricted to only be able to move within a small area (4x4 meters) for a period of time.
         1. The area is centered at the position where the player was when they were hit by the spell that caused the bounding effect