**Perks**

1. Perks
   1. Players will need to choose a number of perks for their character during character customization.
   2. Perks will have positive and negative effects for the character.
   3. Positive perks will reduce maximum deck size, and Negative perks could increase maximum deck size.
   4. Default maximum deck size: 50
2. Perks Example
   1. Perk 1: Curse Collector
      1. Perk type: Positive
      2. Reduce 15 maximum deck size
      3. Effect: After each **Curse** **activation**, there are 35 percent chance the player could get back each cards caused the **Curse** **layer**. **[See Cards Spec]**
   2. Perk 2: Thick armor
      1. Perk type: Positive
      2. Reduce maximum deck size by 15
      3. Effect: Reduce 40% of debuff durations.
   3. Perk 3: Blinders
      1. Perk type: Negative
      2. Increase maximum deck size by 5
      3. Effect: Reduce 10% of vision range.
   4. Perk 4: Weakened muscles
      1. Perk type: Negative
      2. Increase 15 maximum deck size
      3. Effect: Physical damage cards will deal 60% less damage. **[See Cards Spec]**