

Card & Character System

What a card represents:

- A moment of intent (attack, restraint, sacrifice, patience)
- A character's belief, frozen into form
- A risk token - every play exposes the player

Design rules:

- No card is emotionally neutral
- Stronger effects demand clearer commitment
- Cheap cards reward timing, not power
- Playing a card reveals the player's mindset

Character Identity template:

- **Name:** Archetype / Role: (Fast Attacker, Tank, Control, Support, Hybrid)
- **Combat Tempo:** Fast / Medium / Heavy
- **Core Personality Trait**
- **Player Power Fantasy:** (What the player feels when winning with them)
- **Narrative Strength:** (What keeps them standing)
- **Narrative Weakness:** (What can break them)
- **Risk Profile:** (Low / Medium / High)
- **Emotional Impact on Player**
- **Signature Card Theme:** (Dash, Charge, Trap, Sacrifice, Sustain, etc.)

Characters:

Veer - The One Who Strikes First

Role:

Veer doesn't wait. Waiting is how you lose.

- Role: Fast attacker
- Tempo: Fast
- Personality: Decisive, impulsive

Power fantasy:

Overwhelming the opponent before they can breathe.

Strength:

Absolute commitment. Once Virex moves, there's no hesitation.

Weakness:

Going too far, too fast.

Bheem - The One Who Endures

Role:

Bheem knows pain. He knows pressure. He stays anyway.

- **Role:** Heavy attacker / tank
- **Tempo:** Slow, deliberate

Power fantasy:

Surviving everything — then ending the fight in one decisive moment.

Strength:

Unbreakable patience.

Weakness:

Vulnerability before he's ready.

Ira - The One Who Watches

Role:

Ira wins fights before they begin.

- **Role:** Control / disruptor
- **Tempo:** Measured

Power fantasy:

Outthinking the opponent instead of overpowering them.

Strength:

Seeing what others miss.

Weakness:

Fragile when forced into the open.

Arjun - The One Who Adapts

Role:

Arjun survives by changing.

- Role: Balanced fighter
- Tempo: Medium

Power fantasy:

Always having a response, no matter the situation.

Strength:

Flexibility.

Weakness:

Never being the strongest in any one thing.

Asha - The One Who Protects

Role:

Asha stays when others fall.

- Role: Support / sustain
- Tempo: Slow to medium

Power fantasy:

Turning defeat into survival.

Strength:

Compassion and endurance.

Weakness:

Cannot stand alone for long.

Agni - The One Who Breaks

Role:

Agni doesn't fear pain - he uses it.

- Role: Risk-reward attacker

- Tempo: Fast but heavy

Power fantasy:

Power at any cost.

Strength:

Thrives in chaos.

Weakness:

Self-destruction.