Day 2- Card → Karma Mapping Tables

Attack / Damage Cards

Card Type	Usage Context	Player Intent Observed	Karma Signal
High-damage single target	Early turn	Assertive pressure	Aggressive
High-damage single target	Finishing move	Decisive closure	Aggressive
Area damage	Multiple enemies	Overwhelming force	Aggressive
Repeated attack cards	Same turn chain	Momentum focus	Aggressive
Attack at low HP	Risk state	High-risk commitment	Risk-taking

Defensive Cards

Card Type	Usage Context	Player Intent Observed	Karma Signal
Shield / block	Under threat	Self-preservation	Defensive
Damage reduction	Sustained combat	Stability-focused	Disciplined
Heal	Critical health	Survival prioritization	Defensive
Heal	Safe state	Long-term planning	Patient

Control / Utility Cards

Card Type	Usage Context	Player Intent Observed	Karma Signal
Stun / disable	Enemy advantage	Tactical interruption	Disciplined
Debuff	Strong enemy	Strategic weakening	Disciplined
Silence / restrict	Combo prevention	Control-oriented	Disciplined
Delay / slow	Time management	Tempo control	Patient

Risk–Reward Cards

Card Type	Usage Context	Player Intent Observed	Karma Signal
Self-damage for power	Any	Willingness to trade safety	Risk-taking
Random outcome card	Any	Acceptance of uncertainty	Risk-taking
Double-or-nothing	Advantage state	Greed-driven optimization	Greedy
Double-or-nothing	Losing state	Desperation gamble	Risk-taking

Economy / Resource Cards

Card Type	Usage Context	Player Intent Observed	Karma Signal
Resource generation	Early game	Future setup	Patient
Resource generation	Already ahead	Value stacking	Greedy
Resource spend boost	Short-term gain	Immediate advantage	Risk-taking
Resource denial	Enemy setup	Strategic disruption	Disciplined