

Integration Spec

Tables for Siddhesh:

A. Karma → Modifier Table (Authoritative)

Karma State	enemyAggression	maxActiveEnemies	cardPoolBias	rewardRisk
GOOD	0.85	3	SUPPORT	LOW
NEUTRAL	1.0	4	BALANCED	NORMAL
BAD	1.2	5	OFFENSE	HIGH

B. Rank + Karma → Unlock Table

Rank	Karma	Unlock Set ID
1–3	ANY	CORE_STARTER
4–6	GOOD	SUPPORT_PATH_A
4–6	NEUTRAL	BALANCED_PATH_A
4–6	BAD	OFFENSE_PATH_A
7+	GOOD	SUPPORT_PATH_B
7+	NEUTRAL	BALANCED_PATH_B
7+	BAD	OFFENSE_PATH_B

Tables for Unity :

A. Karma → Modifier Table (Authoritative)

Karma State	enemyAggression	maxActiveEnemies	cardPoolBias	rewardRisk
GOOD	0.85	3	SUPPORT	LOW
NEUTRAL	1.0	4	BALANCED	NORMAL
BAD	1.2	5	OFFENSE	HIGH

B. Card Pool Weight Table

Karma	Card Type	Weight
GOOD	Support	High
GOOD	Damage	Low
NEUTRAL	All	Medium
BAD	Damage	High
BAD	Support	Low

Event → Payload → Consumer (MOST IMPORTANT)

This is the core of Integration Spec.

A. Event Flow Table

Event Name	Triggered When	Payload	Consumed By
OnActionResolved	Player performs action	actionType, intensity	Karma Evaluator
OnKarmaUpdated	Karma threshold crossed	karmaState	Engine + UI
OnMatchStart	Match begins	karmaState	Enemy, Card systems
OnRewardRoll	Rewards generated	karmaState, rank	Reward System
OnRankUp	XP threshold reached	rank, karmaState	Unlock System