DAY 1 — KARMA TOUCHPOINT MAPPING

A. Card & Combat Actions

Player Action	Situation	Observed Behaviour	Karma Signal
Playing high-damage cards early	Early turns	Assertive initiation	Aggressive
Chaining multiple attack cards	Advantage state	Momentum-driven play	Aggressive
Prioritizing defence under threat	Low HP	Controlled survival	Defensive
Using control / stun cards	Enemy pressure	Tactical decision-making	Disciplined
Avoiding attacks despite advantage	Uncertain board	Deliberate pacing	Patient
Sacrificing safety for damage	High-risk moment	Risk acceptance	Risk-taking

B. Resource & Economy Actions

Player Action	Pattern	Observed Behaviour	Karma Signal
Saving resources across turns	Long-term planning	Future-oriented	Patient
Spending heavily early	Short horizon	Immediate execution	Risk-taking
Hoarding resources	Repeated behaviour	Value maximization	Greedy
Denying enemy resources	Reactive play	Strategic control	Disciplined

C. Win & Loss Touchpoints

Match Outcome	Context	Behaviour Read	Karma Signal
Fast win	Short match	Dominant execution	Aggressive
Slow, stable win	Long match	Composed control	Disciplined
Loss after reckless play	Overextension	High-risk preference	Risk-taking
Loss after cautious play	Conservative strategy	Endurance-focused	Patient

D. Behaviour Patterns

Repeated Pattern	Description	Karma Signal
Always initiating combat	First-move preference	Aggressive
Frequent adaptation to enemies	Situation-aware	Disciplined
Avoiding conflict where possible	Low engagement	Patient
Consistently choosing risky plays	Volatile strategy	Risk-taking
Always optimizing rewards	Efficiency-focused	Greedy