

Card Suggestion Template 4.0

Charlemagne V[#x.y] [417#]

Introduction

Changelog

Changes, updates and FEEDBACK GIVEN	Author(s)	Date	Version #
Initial GD work	Victorin e	28 Jun ...	
History brief finished	David S	18 08 2023	
Ability changed	Victorin e	24/08/2023	

Status of the design change

Overall Status Not ready to be discussed

Additional implementation notes: [...Has this been implemented into the GDD or Unity?]

Feedback categories ➔	Approved by Lead to implement
The author and feedbackers can write in the “[headlines]” various areas to give feedback on. Febackers: Please assess and select the right column to add your name for each row that has a headline below. And make a comment on your name where you provide qualitative feedback.	👍 Approved by Lead to implement
	👍 Accomplices goals/needs value increase well
	😐 Neutral: Can't asses/No problems w. idea
	👉 Relevant improvement: needs little Twerk
	🗣 Discuss - Unclear/ has issues to discuss
	👎 Does not accomplice goals/needs well
	👎 Problematic - The base of the idea is bad

Sub / alternative Suggestion numbers

Version of the brief / template

	Approved By GD/HD Lead*	Support	Neutral	Partly S.	Discuss	Disagree	Problem
OVERALL	<input type="checkbox"/>						
1 [History]	<input type="checkbox"/>						
2 [Game Design]	<input checked="" type="checkbox"/>						

*The lead here is the last lead from either departments to sign the card off

General introduction, direction and goals (GD to fill out, alternatively HD)

What are we trying to accomplish with this card? Beyond the name we can take the card in many directions. What are the constraints?

- Tick if the goals have been aligned by the GD lead.
- Tick if the goals have been aligned by the HD lead.

HD BRIEF (To be written by HD)

GD you are welcome to suggest ideas; write in suggestion mode

Responsible Historian(s): David S.

Date: 18th of August 2023

Summary and general introduction of the character

Charlemagne or Charles the Great, was the Emperor of the Franks, whose conquests laid the foundations for the country of France, as well as the Holy Roman Empire and Italy. His historical importance cannot be overstated, this is one of the most influential single figures in European history. He was known as an intellectual, and while he could not read he was surrounded by learned scholars and statesmen.

It should be emphasized that Charlemagne was an intelligent ruler who valued knowledge more than most people did in his time. One of his greatest regrets was not being taught to read as a child.

Age and period: In which period was this character alive? If we can't know for certain, give an estimate. At which age do you think he should be portrayed?

Reigned as king AD 768-814, and as Emperor from AD 800-814.
We recommend portraying him as the Emperor at the height of his success around 804, where he would be 56.

Physical appearance: skin colour, hair colour/style, height, weight, character consistency (eg. character as a child vs. adult), others

Charlemange is described by his own servant as such:

Charles was large and strong, and of lofty stature, though not disproportionately tall (his height is well known to have been seven times the length of his foot); the upper part of his head was round, his eyes very large and animated, nose a little long, hair fair, and face laughing and merry. Thus his appearance was always stately and dignified, whether he was standing or sitting; although his neck was thick and somewhat short, and his belly rather prominent; but the symmetry of the rest of his body concealed these defects. His gait was firm, his whole carriage manly, and his voice clear, but not so strong as his size led one to expect

Einhard, *The Life of Charlemagne (Vita Karoli Magni)*

Contemporary sources describe that he had a mustache but not a full beard, later medieval versions incorrectly show him with a great beard to emphasize his wisdom. We recommend against this.

Diversity: [please interpret what you deem feasible and write what is your interpretation] We encourage diversity in appearance. Specifically for unit cards which have multiple persons. Differences in ethnicity, weight, height, etc. is welcome (diversity based in reality)

Charlemagnes' appearance is well known, we recommend using the historical account as described above.

Clothing, gear, and accessories: armor, headgear, shoes, lower body and upper body, jewelry, weapons, tools, etc.

It is said he preferred simple Frankish clothes, but this is relative. We recommend depicting him with very fine Frankish clothes made of silk, in bright colours such as blue, with fine decoration, additionally with a long cape which wraps around him like a toga.

He would wear a crown, that probably was a circlet with gems, there would not be any fleur de lis, or red pillow on top.

He would wear riding boots of high quality.

He would likely wear high quality undertunic or a form of leggings, possibly in a different colour to his main tunic.

It is plausible he had extensive jewelry, it is also possible he preferred a simple selection, for example having just a single royal ring conveys modesty.

He would carry his sword and knife. The sword would no doubt be of the finest quality, with a hilt, pommel and handguard possibly in gold. The hand guard may have been shaped like a mythical animal such as snakes or dragon heads. But the overall shape should roughly follow a frankish broadsword of the 8th century. His knife would likely also be quite ornate, we recommend an ivory handle with decoration.

Objects and unique features: Does the card contain something specific that we want to convey?

While it is not guaranteed to be historically accurate, he is depicted even in close to period, as carrying a Globus cruciger, though perhaps without a crucifix on top.

Location: where did this person roam and live—what should and shouldn't be in the background?

He was a battlefield commander, emperor and administrator; he could be depicted in the Aachen palace, like in a courtroom. However, current art directives suggest he is outdoors.(As of 18 08 2023)

We therefore recommend he is presented outdoors, possibly near or in a pavilion fit for an emperor. In the background we highly recommend his retinue is represented, including a bishop and a high ranking noble, potentially more. He would never be alone, but should be in front of everyone else.

Seasons and time of day: What would be the best season to depict this card and when during the day?

Summer, day.

Story about this character (Don't clutter with unnecessary information, eg. there were chickens on the farm the person grew up on, keep it clear and concise).

The story of Charlamagne's conquest and success as emperor is long, so we recommend perhaps watching some youtube videos with background information on him. In short, he was the son of the king of Franks but successfully expanded the Frankish Kingdom to become a multicultural empire spanning France, Germany and Northern Italy. He built schools and instituted an organized feudal system. Most later feudal systems were based on his, and his name means "king" in multiple languages.

Personality: How would this character behave in different situations?

Poses: What pose would best fit the character?

We recommend that his pose is statesman like.

What do they represent/symbolise in history and in the game?

Charlamagne represents to many people the first attempt at European unification. He is the founder of France and Germany in the eyes of many, as well as a genius administrator

and conqueror. An intellectual and often wise ruler.

Card description. (What the player reads when they click on the card) +
Historical one liners

Card “copy” (=text) (approx 1200 characters): What **discussion, reflection** and/or **dissemination** comes from this character? (This will also be the **historical description** on the card and “short history texts 2-5 [each different one liners]”)

Charlemagne the Emperor of the Franks, ruled from 768-814, a skilled administrator and strategist, renowned intellectual and pioneer of the feudal system. He is sometimes referred to as the father of Europe, and seen as the founder of countries like France and Germany. Where the Emperor rode, victory followed.

Type in the relevant **locations** related to this character here:



On hold atm.

What **sources** are connected to this character? Insert an excerpt of the source(s).

Primary:

[Vita Karoli Magni](#)

[Royal Frankish Annals](#)

Secondary:

Rosamond McKitterick, 2015, Charlemagne The Formation of a European Identity

Which faction(s) does this card belong to?

Is this card a **multi-faction possibility**? i.e., could this card be used in more than the designated faction? If so, how?

Are there similar cards to be aware of in this or other factions?

The Franks, similar cards could be Alfred the Great of Wessex and Canute the Great or Godfrey of Denmark.

Icons/stats on cards: Which traits would this character have and what number would you give that icon?

Icons:

Credibility 1-3: (1 = this character did not exist, 2 = this character's existence is not proven, 3 = this character did exist)

Which **time period(s), dating and years** this concept spans over?

Well-attested (3)

Traits (stat on all cards):

We have no opinion on this at this time.

Suggestion for GD and character (abilities and mechanics)

He was a cavalry commander and genius administrator. Potentially various aspects could even be different cards, we recommend that he gives bonuses to high quality cavalry, maneuver or organization.

More interestingly would be if this character had a very unique effect.

Do's and Don'ts

Remember to check the Do's and Don't for the specified faction!

Visual References

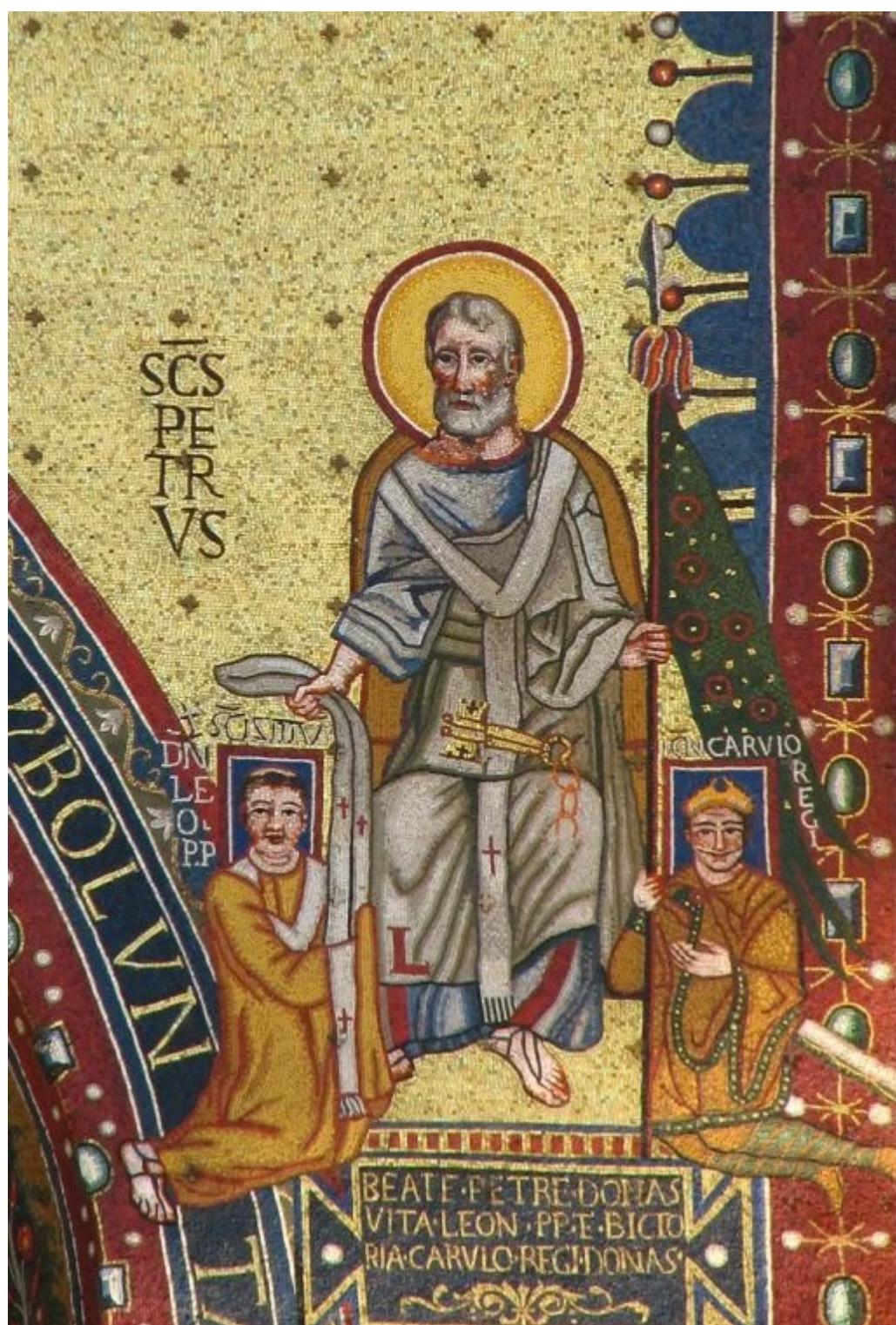
Vikings Do's and Don'ts for Art Department

References pictures with descriptions:

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This is the oldest depiction of Charlemagne I could find.



A fairly dubious iconograph of Charlemange from the 9th century San Giovanni church, Rome. It is highly unlikely he would have worn saintly robes.

GD BRIEF (To be written by GD)

HD you are welcome to suggest ideas; write in suggestion mode

Designer(s): Victorine

Date: 28/06/2023

Stats/Type of card (health, etc.)

- [Type of card: Hero]
- [Health: 4]
- [Attack: 4]

Note: if an action card, skip this.

Pros

What would be the benefit of including this card into the game (design)?

Including this card will help the player save some morale points through the game. It will also require some strategy from him and his opponent to maximize the effect of this ability (or minimize). Also it is a hero card, so the stats are big, which is interesting for the game.

Cons

Can it create potential game breaking problems?

Concerns you might have.

If someone finds a way to exploit the card, it will render the player immune. Which is why it has on kill refresh to prevent this.

Strengths

What is the strength of the card? (if they have any).

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This card is a hero one so it has great stats, and it helps saving morale points through the game.

Weaknesses

What are the weaknesses of the card? (if they have any).

The friendly tokens need to be on particular tiles for the ability to be effective, which can be tricky. It also has a refresh, so the player needs to kill enemies with Charlemagne to keep the ability on.

Abilities

If your card has an exceptionally high or low movement, you can give it the tag ability, **speed X**, where x is its special speed. Note this is only if it is a very fast unit, cavalry, flying, or such. In general all units move 2.

Please be as detailed as you can. This will also serve the programmers.

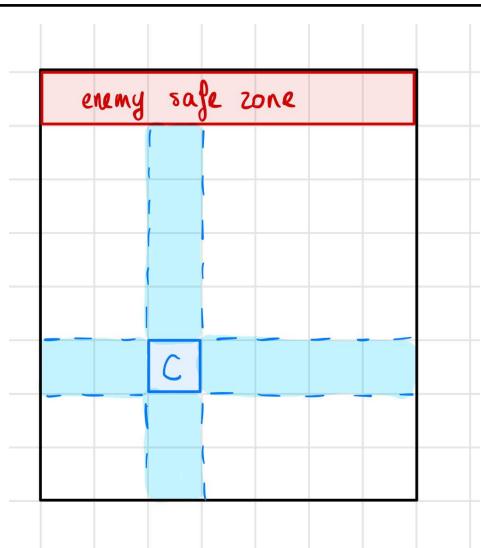
(for example: Create new ability- increase the defence stat of the unit every time it damages another unit).

~~Gives +1 ATK to the friendly units while in Radius 1. This buff has an area of range 1, meaning the effect applies to the units that are around Charlemagne at the moment.~~

~~If the units are out of range (they are no longer in Charlemagne's radius), then they lose the buff. It doesn't stack.~~

New ability :

If the friendly units die protecting Charlemagne it is perceived as heroism, less as a loss. Then, the morale is saved.



If a friendly unit is on the same row or column as Charlemagne, its defeat doesn't decrease morale. The morale points are saved. This ability works for 2 morale points, and is refreshed each time Charlemagne defeats an enemy unit.

If the opponent is using a special card or ability to increase the morale points lost by the player, this ability protects all the morale points that should have been lost.

Let's imagine the opponent has an ability that removes an additional point on kill. Then, when a friendly unit is killed in the area mentioned before, the player loses 0 point of morale instead of 2.

Printed Card ability Text (external)

What text appears on the card? (for example: "When this damages a unit, gain one defence point).

Note: Tags are not included.

~~Gives +1 ATK to the friendly units in his Radius 1.~~

New text : The next two friendly units that get defeated in the same row or column as Charlemagne don't cause Morale loss. On Kill: refreshes.

Stakeholders

Who else have a stake in this or needs to review (in addition to the regular review process) and work on this card. *For instance if you add a complicated mechanic check with the devs.*

The devs should work on this card to create a new ability.

And artists of course, to create the visual.

And HD to help on the visual and the history brief.

Consequences

What would it mean for us, game designers, to include this card in the game in micro, meso or macro level?

It would add a card playing on the morale, to help the player save morale. It will also develop a new strategy of location of the tokens, because the ability is effective on a given area.

Illustration notes

**(GD/HD ONLY FILL THIS OUT IF
EXPRESSIVELY NECESSARY)**

Avoid using “maybe”, “more or less” and alike as it can confuse the artists. You can also write what should definitely not appear in the illustration.

Foreground

What should appear in the foreground? Consider the historical background as well as the ability of the card.

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Background What should appear in the background? Consider the historical background as well as the ability of the card.
Composition request How do the characters appear? Is it part of their face/ body, are they chasing/ attacking? What is the pose?

AD BRIEF
Artist(s): Date:
AD suggestions on implementation
Art Direction Guidelines (by AD Lead): how the object should be depicted (angle, state of the object, lighting, color palette), necessary layers, do's and don't if any, etc.

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Don't forget about  ArtGuidev2

Art research

TECH BRIEF

Developer:

Notes/comments: