

CUSTOM CARD RULES v1.0



The THEATRE

Trading Card Game

a game by Telsie



BASICS



Objective:

The objective of this document is to help creators use the provided template to make competitive and balanced cards for their own characters.

Step 1: Art

The template provided still needs some form of artwork for your given character. Place this artwork on a layer below the primary template in the art program you're using (or by replacing the "<ARTWORK HERE>" layer).

It is recommended you only use artwork of your character that you have with permission from the original artist. While AI artwork is controversial and not recommended, cards for your own enjoyment can feature anything you'd like.

Next, in the bottom right of the card place text labeling who the original artist is. This is known as an "art credit" and should always be included on any custom cards. Even if using artwork from the internet or AI art, its source should still be credited on the card.

Step 2: Abilities

Decide on what abilities your card should have. There are 6 abilities in the base set of The Theatre TCG, and each can be used via the provided templates. Simply enable the related layer of the ability you wish to use. Keep note of this for future steps. A card should only have 1 ability at most.

Step 3: Power and Print

Next, decide on what Power and Print you want for each Suit. A character should have a single card for each of the five CLAWS suits, and a related power for that attribute. Relate this to your character's strengths and weaknesses, and look at the next step for additional ideas. Any card power should be zero at minimum and five at maximum.

There are 8 Prints in the base set of The Theatre TCG - Paw (for general felines, canines, and mammals), Hoof (for equines like ponies, sheep, or other hooved animals), Claw (for reptiles and some amphibians), Talon (for birds), Slither (for snake-like or serpentine creatures), Webbed (for amphibious creatures), Fin (for primarily aquatic creatures) and Float (for any creature that spends most of its time airborne). These can differ from Suit to Suit, such as a duck being both Webbed and Talon. Think of the type of footprint that creature would normally leave and start there.



FINALIZING



Step 4: Cost

Cost is how much the card costs to put into a deck. There are many factors that go into choosing a cost for cards, both for an individual card and for a set of cards for a character.

For individual cards, start with a base cost equal to the power of the card. Then modify it based on the following rules:

Add +1 if the card's base power is 5.

Add +1 if the card has the Combo, Gamble, or Sap ability (any Print).

Add +2 if the card has the Chaos or Boost ability (any Print).

Add +3 if the card has the Finisher ability.

For all cards in a character's set, look at the final total cost for all 5 cards. A general rule is that around 15 points is on the weak side for a character, while over 23 points is exceptionally strong. Try to modify your original powers for cards up or down accordingly to fall within this range.

Step 5: Text

Obviously your card should have a name at the top for the related character. While full names and titles can be used, most official The Theatre TCG cards use a stage name or a shortened version of names.

Additionally you'll want to add flavor text within the box at the bottom. This can be a quote from the character or from someone else about the character, or it can be a fact or tidbit that shares more information about your character or their species. This should be short and limited to three lines of text if possible.

Finally your card should have the text "Guest" on the middle left. This is part of the template and should not be removed. On the middle right you can either list "Special Act" or "Clientelle" depending on the character's interaction with the venue. If they are a performer of some kind, use the "Special Act" text. Otherwise they can be visitors and listed as "Clientelle".

Step 5: Save and Share

At this point you can save your card(s) and share them as you wish! Ideally a .png file type works best for any transparencies, and can be uploaded into the mod on Tabletop Simulator or printed out for your own enjoyment. Break a leg in your performance!

