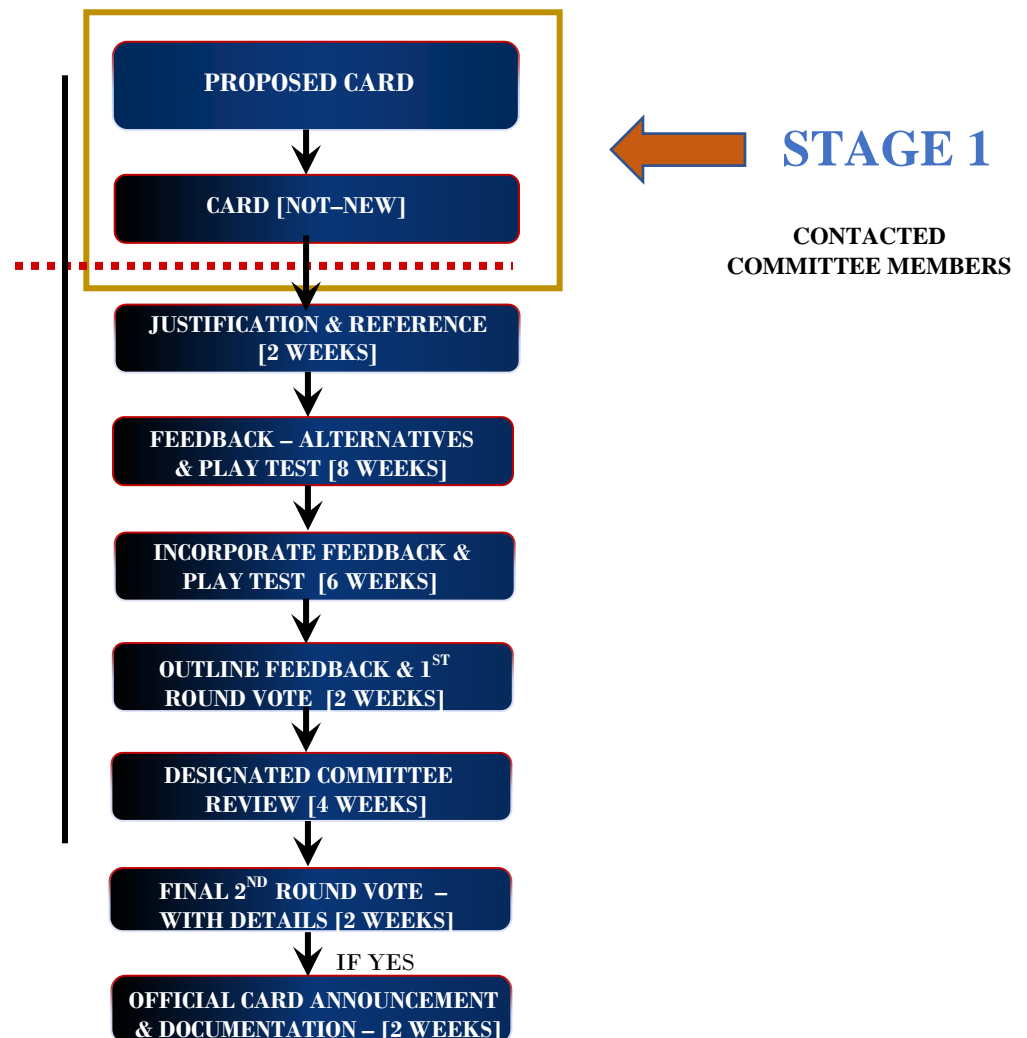


STAGE 1

OVERPOWER APPROVAL COMMITTEE INTRODUCTION

[AGREEMENT WITH COMMITTEE TO COMPLETE ENTIRE
DEVELOPMENT STRUCTURE PROCESS FOR PROPOSED CARDS]

AUG 28, 2020 – AUG 31, 2020



Compose

Inbox

Snoozed

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Drafts

More

Meet

New meeting

Join a meeting

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OverPower Approval Committee - Next steps - Holographic Character cards

Aug 24, 2020, 11:04 AM

Hello everyone,

I wanted to get in touch with everyone and provide our next set of justification forms. These will be variant Character cards to better represent the Characters potential in the Marvel Universe and have their cards reflect that. The main idea is to see these popular characters see more play without pushing the boundaries of their abilities. We plan to have them made in the same exact format as the Batman Holo Character cards that were done. In that same thinking, we are doing 6 Characters, 3 heroes and 3 villains.

It has been brought to my attention that Sean will not be able to dedicate any of his time during this process. If that does change for any reason, his feedback will be appreciated.

Please take time to review all of the documents and provide the appropriate feedback.

Thanks!
Dan

6 Attachments

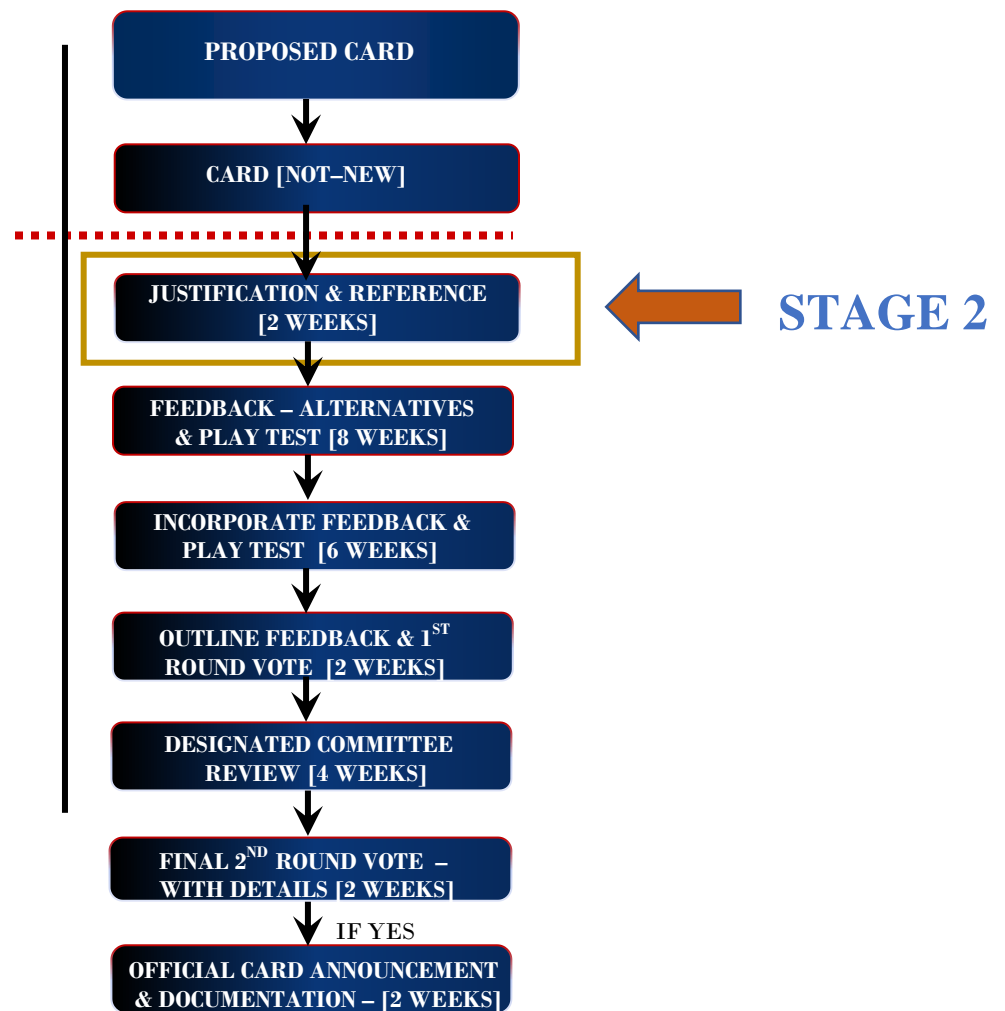


STAGE 2

JUSTIFICATION & REFERENCE

[COMPLETING JUSTIFICATION FORMS]

AUG 31, 2020 – SEP 19, 2020 [2+ WEEKS]





[JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
MYSTIQUE CHARACTER CARD	MYSTIQUE: RAVEN DARKHOLME Energy: 5 Fighting: 6 Strength: 2 Intellect: 6 [Total: 19] INHERENT ABILITY: Can Place & Play Any Power Card Usable by Teammate For Defense	www.OverPower.Ca
SIMILAR CARDS/CODES	IQ Character Card; Energy: 5 Fighting: 6 Strength: 3 Intellect: 6 <i>Original Character Card:</i> Energy: 6 Fighting: 4 Strength: 2 Inherent Ability: Fighting Power cards are +1 when used to attack Comparison of Inherent Ability: Reyes [Energy: 6 Fighting: 2 Strength: 2 Intellect: 6 <i>Inherent Ability:</i> Intellect Power Grid is 8 for defense. NOTE: This new character card is considered to be defined as Not-New; there is a small adjustment to Sum Total & Strength stat along with a change to the Inherent Ability to extensively show flexibility that Character offers from comic storylines.	www.OverPower.Ca
BATTLESITE HOMEBASE IMPACT	Homebase: Asteroid M [Magneto, Quicksilver, Scarlet Witch, Mystique, Blob, Rogue <i>Inherent Ability:</i> For every Value of 2 or less on Character's Power Grid, that Character may not be Spectrum KO'd by that Power Type]. This proposed adjustment to Mystique's Inherent Ability allows for a large number of options when it comes to incorporating synergy of a team due to not having the concern about defense if grids do not line up in regards to Mystique. A team such as Magneto, Quicksilver, Scarlet Witch, Mystique would operate smoothly on defense & Mystique would add some extra backup with the Fighting as well as Intellect stats for offense. The other note is with the Inherent Ability of the Homebase would now help out Mystique where the IQ Character Card did not. Homebase: Fall's Edge Compound [Forge, Mystique, Sabretooth, Strong Guy, Havok, Polaris <i>Inherent Ability:</i> All of Opponent's Universe: Teamwork Card attacks are -1]. Mystique's new Character Card supports more competitive capacities of corresponding Homebase & aspect cards for deckbuilding while not significantly altering the current status of respective Homebases. Note that no impact is viewed regarding Battlesite.	www.OverPower.Ca
REFERENCE CHARACTER POWERS	Referenced From https://marvel.fandom.com/wiki/Raven_Darkholme_(Earth-616) [MAR 25th 2020]: Mystique can psionically alter the formation of her biological cells at will. As a result, she can cause herself to look & sound like an exact duplicate of any human, humanoid, or semi-humanoid being of any sex, wearing virtually any kind of clothing. Her control is so exact that she can precisely duplicate another person's retina pattern in her own eyes, finger, palm & skin-pore patterns on her own hands, skin, smell – to overlap original being, & vocal cords to match voices to the point of corresponding voice prints. Referenced From https://en.wikipedia.org/wiki/Mystique_(comics) [MAY 20th 2020]: In the X-Men arcade game, she appears, first disguised as Professor X between stages 5 and 6. She is the boss of stage 7, Asteroid M, where she takes Magneto's form; she attacks players with punches and kicks curiously more quickly than the real Magneto.	www.OverPower.Ca
PROPOSED SPECIFICS OF CARD & CHARACTER	CARD EFFECTIVENESS RATING: [1]–FAIR; [2]–MEDIUM; [3]–GOOD; [4]–EXCELLENT; [5]–ULTRA Mystique's proposed Character card is rated a [4]–Excellent. The Inherent Ability now offers maximum flexibility in an effort to augment abilities & comic status with current less impactful specials available in Overpower. Strength stat was reduced by 1 to a value of 2 as initially outlined in the original character card to thus bring Sum Total to 19.	www.OverPower.Ca
PICTURE PROPOSED FOR CARD	An Original Piece of Artwork will be Drafted for this Card.	www.OverPower.Ca
JUSTIFICATION FOR INCLUSION	Mystique is very elusive & manipulative; the Inherent Ability is presented as an attempt to match her referenced abilities that are viewed as not sufficiently addressed in OverPower Card Game. Mystique currently sees very little, if any, play in OverPower. Yet her abilities to shapeshifter/metamorph, infiltrate enables her to represent anyone without assuming their superpowers. Because of this attribute the Inherent Ability can only be defensive & not offensive but still remains an appealing asset.	www.OverPower.Ca
FEEDBACK & ALTERNATIVES		
[PLAY TESTING] INCORPORATE FEEDBACK & ALTERNATIVES		
VOTE 1 OF 2		
COMMITTEE REVIEW		
VOTE 2 OF 2 [OUTLINE DETAILS]		
OFFICIAL CARD ANNOUNCEMENT		

I'm fine with all of these characters from a power perspective. I believes at least spidey, surfer and war machine should see some play, maybe others. Hard to see Doom seeing play, so I might personally choose a different card to make there, but you may say it isn't all about game play.

Phil

Hangouts sign-in area with a "Sign in" button and a note: "Signing in will sign you into Hangouts".

Hello Friends!

I can tell that a huge effort went into these proposed changes. That is great to see. Here are some of my thoughts.

- Doctor Doom
 - o Good change. Brings this character to at least be considered in a competitive deck and boosts some of the home bases. Boosting some home bases is really needed!
- Mystique
 - o My favorite change that has been suggested so far! I am a big fan of boosting max 6 stat characters playability.
 - o Just to clarify, will she be able place and play power cards a K.O'd teammate could have used when not K.O'd? I think she should, but teammate typically means not K.O'd teammate.
- Apocalypse
 - o Also a good change. I am a big fan of modifying the deck building rules to allow players to build more flexible teams. Putting a powerful gridded character like Apocalypse on a team just feels good even if his specials are not that great.
- Spider-Man
 - o I am not a big fan of inherent abilities that allow characters to play another character's specials. It weakens the impact of Knocking Out the character when both are on the same team. This is especially true for spider-man and scarlet spider as their power grids match each other very well and would fit nicely on a team.
 - o Would keeping his energy as a 1 with an inherent ability like "Energy power grid is 7 (or 8?) for defense" be a better way to increase his viability as a character? This could also be justified by his Spidey Sense as it is not an attacking ability but still very powerful.
- Silver Surfer
 - o Good change. Strong Spawn like stats and defensive specials but not as powerful due to the fact that it is not "silver surfer or teammate avoid 1 attack of 9 or less". I look forward to seeing some strong energy and strength teams with Silver Surfer.
- War Machine
 - o As you know, I am not a big fan of this type of inherent ability. That being said, there is not a very strong power grid synergy between War Machine and Iron Man outside of the 7 strength so I think it works in this case.

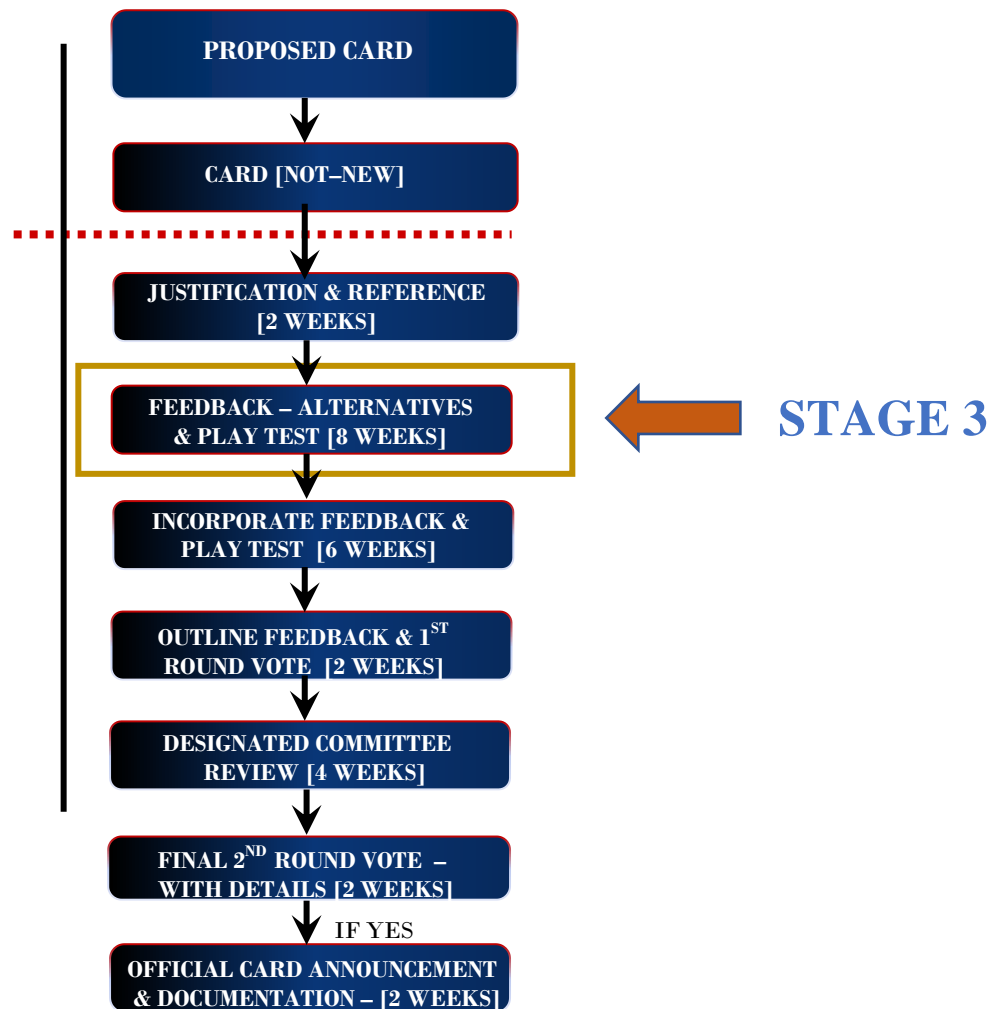
Best,
-Nate

STAGE 3

FEEDBACK – ALTERNATIVES & PLAY TEST

[FEEDBACK & PLAY TESTING – INVITATION]

SEP 20, 2020 – NOV 21, 2020 [8 WEEKS]





[JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
MYSTIQUE CHARACTER CARD	MYSTIQUE: RAVEN DARKHOLME Energy: 5 Fighting: 6 Strength: 2 Intellect: 6 [Total: 19] INHERENT ABILITY: Can Place & Play Any Power Card Usable by Teammate For Defense	www.OverPower.Ca
SIMILAR CARDS/CODES	IQ Character Card; Energy: 5 Fighting: 6 Strength: 3 Intellect: 6 <i>Original Character Card:</i> Energy: 6 Fighting: 4 Strength: 2 Inherent Ability: Fighting Power cards are +1 when used to attack Comparison of Inherent Ability: Reyes [Energy: 6 Fighting: 2 Strength: 2 Intellect: 6 <i>Inherent Ability:</i> Intellect Power Grid is 8 for defense. NOTE: This new character card is considered to be defined as Not-New; there is a small adjustment to Sum Total & Strength stat along with a change to the Inherent Ability to extensively show flexibility that Character offers from comic storylines.	www.OverPower.Ca
BATTLESITE HOMEBASE IMPACT	Homebase: Asteroid M [Magneto, Quicksilver, Scarlet Witch, Mystique, Blob, Rogue <i>Inherent Ability:</i> For every Value of 2 or less on Character's Power Grid, that Character may not be Spectrum KO'd by that Power Type]. This proposed adjustment to Mystique's Inherent Ability allows for a large number of options when it comes to incorporating synergy of a team due to not having the concern about defense if grids do not line up in regards to Mystique. A team such as Magneto, Quicksilver, Scarlet Witch, Mystique would operate smoothly on defense & Mystique would add some extra backup with the Fighting as well as Intellect stats for offense. The other note is with the Inherent Ability of the Homebase would now help out Mystique where the IQ Character Card did not. Homebase: Fall's Edge Compound [Forge, Mystique, Sabretooth, Strong Guy, Havok, Polaris <i>Inherent Ability:</i> All of Opponent's Universe: Teamwork Card attacks are -1]. Mystique's new Character Card supports more competitive capacities of corresponding Homebase & aspect cards for deckbuilding while not significantly altering the current status of respective Homebases. Note that no impact is viewed regarding Battlesite.	www.OverPower.Ca
REFERENCE CHARACTER POWERS	Referenced From https://marvel.fandom.com/wiki/Raven_Darkholme_(Earth-616) [MAR 25th 2020]: Mystique can psionically alter the formation of her biological cells at will. As a result, she can cause herself to look & sound like an exact duplicate of any human, humanoid, or semi-humanoid being of any sex, wearing virtually any kind of clothing. Her control is so exact that she can precisely duplicate another person's retina pattern in her own eyes, finger, palm & skin-pore patterns on her own hands, skin, smell – to overlap original being, & vocal cords to match voices to the point of corresponding voice prints. Referenced From https://en.wikipedia.org/wiki/Mystique_(comics) [MAY 20th 2020]: In the X-Men arcade game, she appears, first disguised as Professor X between stages 5 and 6. She is the boss of stage 7, Asteroid M, where she takes Magneto's form; she attacks players with punches and kicks curiously more quickly than the real Magneto.	www.OverPower.Ca
PROPOSED SPECIFICS OF CARD & CHARACTER	CARD EFFECTIVENESS RATING: [1]–FAIR; [2]–MEDIUM; [3]–GOOD; [4]–EXCELLENT; [5]–ULTRA Mystique's proposed Character card is rated a [4]–Excellent. The Inherent Ability now offers maximum flexibility in an effort to augment abilities & comic status with current less impactful specials available in Overpower. Strength stat was reduced by 1 to a value of 2 as initially outlined in the original character card to thus bring Sum Total to 19.	www.OverPower.Ca
PICTURE PROPOSED FOR CARD	An Original Piece of Artwork will be Drafted for this Card.	www.OverPower.Ca
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FEEDBACK & ALTERNATIVES	The new variant Character card for Mystique is supported & more likely be a replacement for IQ version previously outlined. The IQ version for Mystique has not seen any competitive play. It the perspective that such versatile characters should also be reflected with such an proposed inherent as to best demonstrate flexibility in powers that applicable to non-KO'd teammate with a possible consideration to KO'd teammates. There can still be a few situations where a more offensive Inherent Ability be preferred & in that case the current IQ Character card is available.	COMMITTEE
[PLAY TESTING] INCORPORATE FEEDBACK & ALTERNATIVES		
VOTE 1 OF 2		
COMMITTEE REVIEW		
VOTE 2 OF 2 [OUTLINE DETAILS]		
OFFICIAL CARD ANNOUNCEMENT		

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- Snoozed
- Sent
- Drafts
- More

Navigation icons for the email interface.

Sep 20, 2020, 7:02 PM

Hi Everyone,

See Attachments outlining updated justification forms with comments. Next stage in the card development structure process involves consideration to feedback – alternatives & playtesting that is preferred to be completed by November 21st, 2020.

Note for quick reference that previously completed justification forms with overall process are illustrated at OverPower.ca. After November 21st; it is the intent to best incorporate feedback into the final version of variant character cards.

Thank-you for taking the time to provide valued feedback & I look forward to further follow-up near the end of October.

Thanks,
Dan

6 Attachments



- Meet
- New meeting
- Join a meeting

Hangouts



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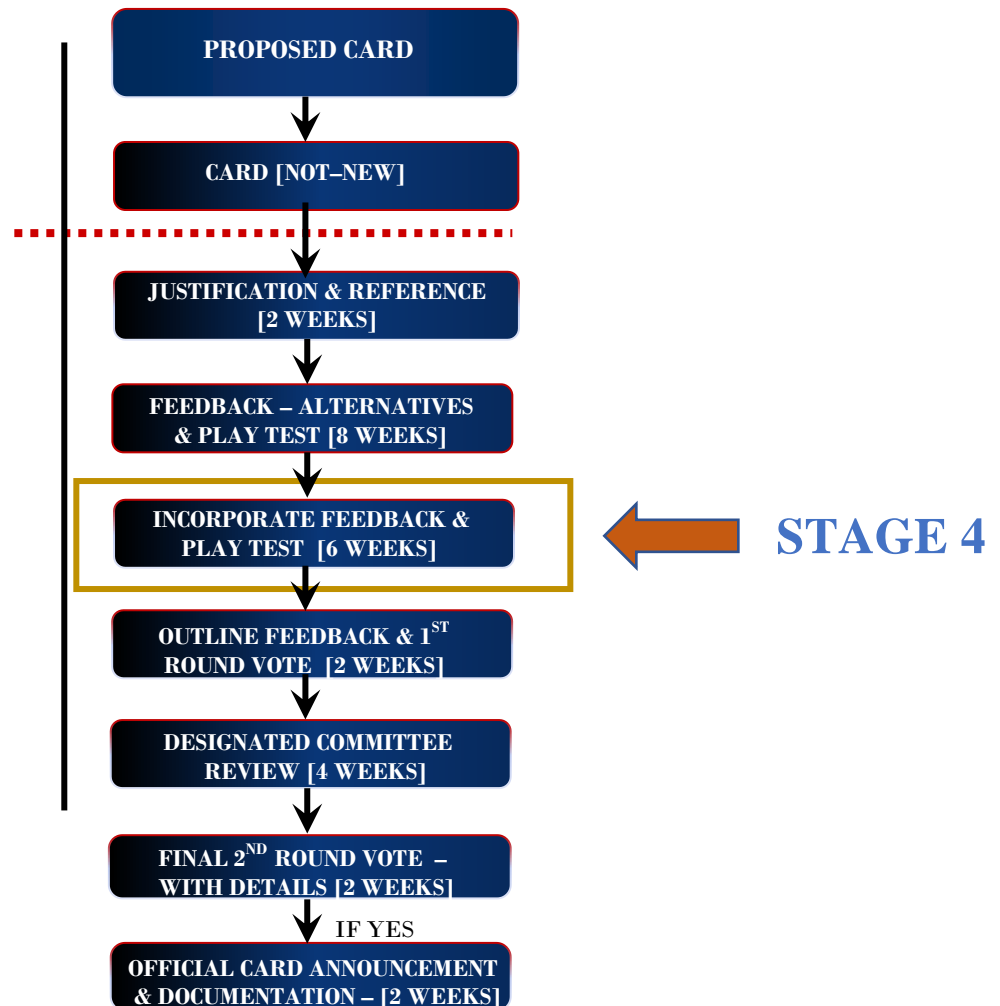
Signing in will sign you into Hangouts

STAGE 4

INCORPORATE FEEDBACK & PLAY TEST

[REVIEW PROCESS FOR INCORPORATED FEEDBACK]

NOV 21, 2020 – JAN 4, 2021 [6 WEEKS]





[JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
MYSTIQUE CHARACTER CARD	MYSTIQUE: RAVEN DARKHOLME Energy: 5 Fighting: 6 Strength: 2 Intellect: 6 [Total: 19] INHERENT ABILITY: Can Place & Play Any Power Card Usable by Teammate For Defense	www.OverPower.ca
<i>SIMILAR CARDS/CODES</i>	IQ Character Card; Energy: 5 Fighting: 6 Strength: 3 Intellect: 6 <i>Original Character Card:</i> Energy: 6 Fighting: 4 Strength: 2 Inherent Ability: Fighting Power cards are +1 when used to attack Comparison of Inherent Ability: Reyes [Energy: 6 Fighting: 2 Strength: 2 Intellect: 6 <i>Inherent Ability:</i> Intellect Power Grid is 8 for defense. NOTE: This new character card is considered to be defined as Not-New; there is a small adjustment to Sum Total & Strength stat along with a change to the Inherent Ability to extensively show flexibility that Character offers from comic storylines.	www.OverPower.ca
<i>BATTLESITE HOMEBASE IMPACT</i>	Homebase: Asteroid M [Magneto, Quicksilver, Scarlet Witch, Mystique, Blob, Rogue <i>Inherent Ability:</i> For every Value of 2 or less on Character's Power Grid, that Character may not be Spectrum KO'd by that Power Type]. This proposed adjustment to Mystique's Inherent Ability allows for a large number of options when it comes to incorporating synergy of a team due to not having the concern about defense if grids do not line up in regards to Mystique. A team such as Magneto, Quicksilver, Scarlet Witch, Mystique would operate smoothly on defense & Mystique would add some extra backup with the Fighting as well as Intellect stats for offense. The other note is with the Inherent Ability of the Homebase would now help out Mystique where the IQ Character Card did not. Homebase: Fall's Edge Compound [Forge, Mystique, Sabretooth, Strong Guy, Havok, Polaris <i>Inherent Ability:</i> All of Opponent's Universe: Teamwork Card attacks are -1]. Mystique's new Character Card supports more competitive capacities of corresponding Homebase & aspect cards for deckbuilding while not significantly altering the current status of respective Homebases. Note that no impact is viewed regarding Battlesite.	www.OverPower.ca
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<i>PROPOSED SPECIFICS OF CARD & CHARACTER</i>	CARD EFFECTIVENESS RATING: [1]–FAIR; [2]–MEDIUM; [3]–GOOD; [4]–EXCELLENT; [5]–ULTRA Mystique's proposed Character card is rated a [4]–Excellent. The Inherent Ability now offers maximum flexibility in an effort to augment abilities & comic status with current less impactful specials available in Overpower. Strength stat was reduced by 1 to a value of 2 as initially outlined in the original character card to thus bring Sum Total to 19.	www.OverPower.ca
<i>PICTURE PROPOSED FOR CARD</i>	An Original Piece of Artwork will be Drafted for this Card.	www.OverPower.ca
<i>JUSTIFICATION FOR INCLUSION</i>	Mystique is very elusive & manipulative; the Inherent Ability is presented as an attempt to match her referenced abilities that are viewed as not sufficiently addressed in OverPower Card Game. Mystique currently sees very little, if any, play in OverPower. Yet her abilities to shapeshifter/metamorph, infiltrate enables her to represent anyone without assuming their superpowers. Because of this attribute the Inherent Ability can only be defensive & not offensive but still remains an appealing asset.	www.OverPower.ca
<i>FEEDBACK & ALTERNATIVES</i>	The new variant Character card for Mystique is supported & more likely be a replacement for IQ version previously outlined. The IQ version for Mystique has not seen any competitive play. It the perspective that such versatile characters should also be reflected with such an proposed inherent as to best demonstrate flexibility in powers that applicable to non-KO'd teammate with a possible consideration to KO'd teammates. There can still be a few situations where a more offensive Inherent Ability be preferred & in that case the current IQ Character card is available.	COMMITTEE
<i>[PLAY TESTING] INCORPORATE FEEDBACK & ALTERNATIVES</i>	Limited Play Testing; demonstrated Mystique's ability to fit into a greater variety of decks without the concern of matching grids for defensive purposes from in-game circumstance evaluation. Mystique still does not have much regarding offensive specials thus despite the amazing Inherent Ability a significant impact was not noticed with attacks. Mystique is at least a consideration however with a max 6 grid & without great special cards or OPDs other characters may be utilized that could better facilitate preferred aspects of a deck strategy for tournament play.	www.OverPower.ca
<i>VOTE 1 OF 2</i>		
<i>COMMITTEE REVIEW</i>		
<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>		
<i>OFFICIAL CARD ANNOUNCEMENT</i>		

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Drafts

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New meeting

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Dec 17, 2020, 1:34 AM

Hi Everyone,

See Attachments outlining updated justification forms with comments & incorporated feedback [SPIDER-MAN: THE AMAZING grid total is 21]. Next stage in the card development structure process involves – 1st Round Vote that is preferred to be completed by January 1st, 2021.

Note for quick reference that previously completed justification forms illustrating the overall process is available at OverPower.ca. It preferred to receive email outlining your first official Vote 1 of 2 in the following format. [Example: **Official Vote 1 of 2 – Yes/No**].

Thank-you for taking the time to provide comments to date & I look forward to receiving your emails by January 1st, 2021. I wish you a great day.

Dan

6 Attachments

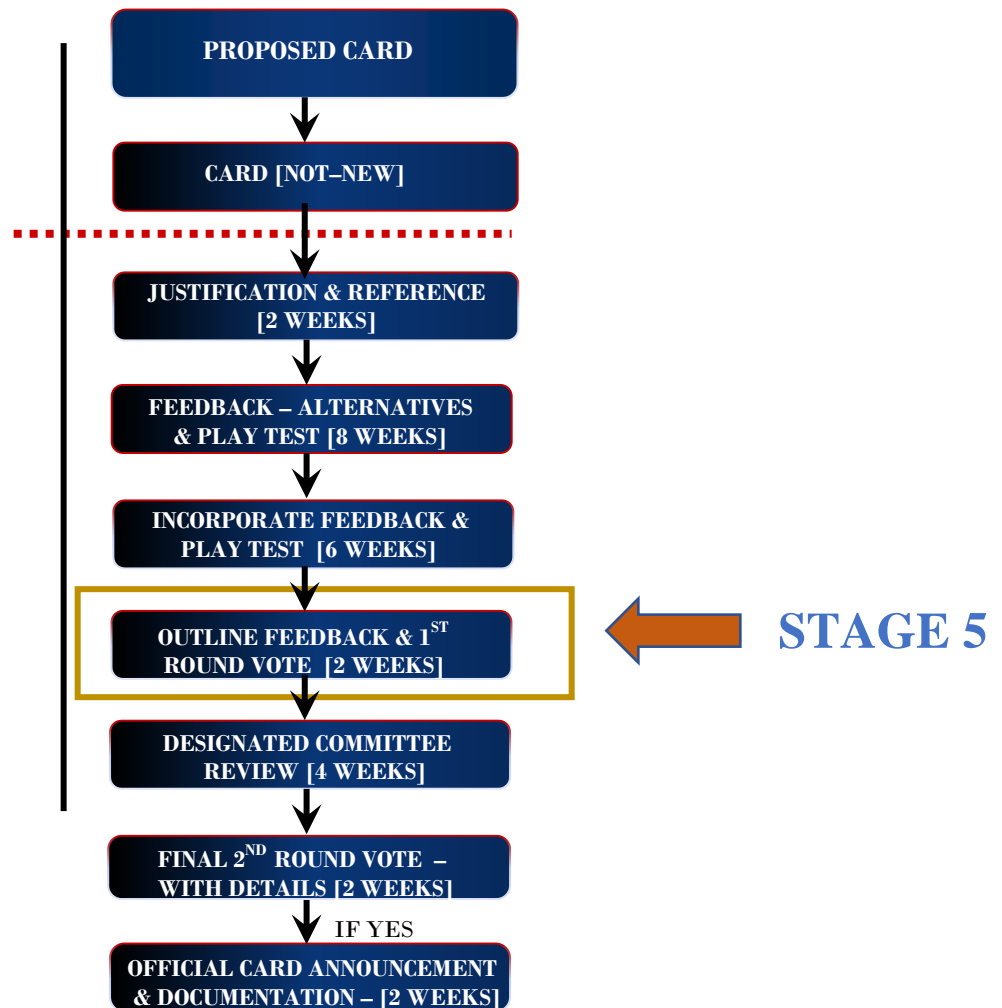


STAGE 5

OUTLINE FEEDBACK & 1ST ROUND VOTE

[DOCUMENTED FEEDBACK & VOTE 1 OF 2]

JAN 4, 2021 – JAN 17, 2021 [2 WEEKS]





[JUSTIFICATION FOR CARD DEVELOPMENT]

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VOTE 1 OF 2	[YES] = 4; [NO] = 0	COMMITTEE
COMMITTEE REVIEW		
VOTE 2 OF 2 [OUTLINE DETAILS]		
OFFICIAL CARD ANNOUNCEMENT		

OverPower Approval Committee X

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Jan 4, 2021, 12:32 PM

/ote 1 of 2 - Yes to all.

For Spider-Man I strongly prefer the access to scarlet spider non opd specials over the energy power grid for defense.

Phil

Sent from my iPhone

<5_OF_6_SPIDER-MAN_JUSTIFICATION_FORM_[CHARACTER_CARD].pdf>
<6_OF_6_WAR_MACHINE_JUSTIFICATION_FORM_[CHARACTER_CARD].pdf>
<4_OF_6_SILVER_SURFER_JUSTIFICATION_FORM_[CHARACTER_CARD].pdf>

Windows taskbar: Type here to search, Edge, Chrome, Firefox, File Explorer, Word, Excel, PowerPoint, Weather: -6°C Partly cloudy, Time: 9:36 PM 2022-02-27

OverPower Approval Committee X

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Signing in will sign you into Hangouts

Jan 6, 2021, 7:30 AM

I also vote yes to all. Some of the changes feel a little too strong but new cards should be strong, right? :)

On Mon, Jan 4, 2021 at 3:02 PM

Vote 1 of 2 - Yes to all.

For Spider-Man I strongly prefer the access to scarlet spider non opd specials over the energy power grid for defense.

Phil

Sent from my iPhone

<5_OF_6_SPIDER-MAN_JUSTIFICATION_FORM_[CHARACTER_CARD].pdf>
<6_OF_6_WAR_MACHINE_JUSTIFICATION_FORM_[CHARACTER_CARD].pdf>
<4_OF_6_SILVER_SURFER_JUSTIFICATION_FORM_[CHARACTER_CARD].pdf>

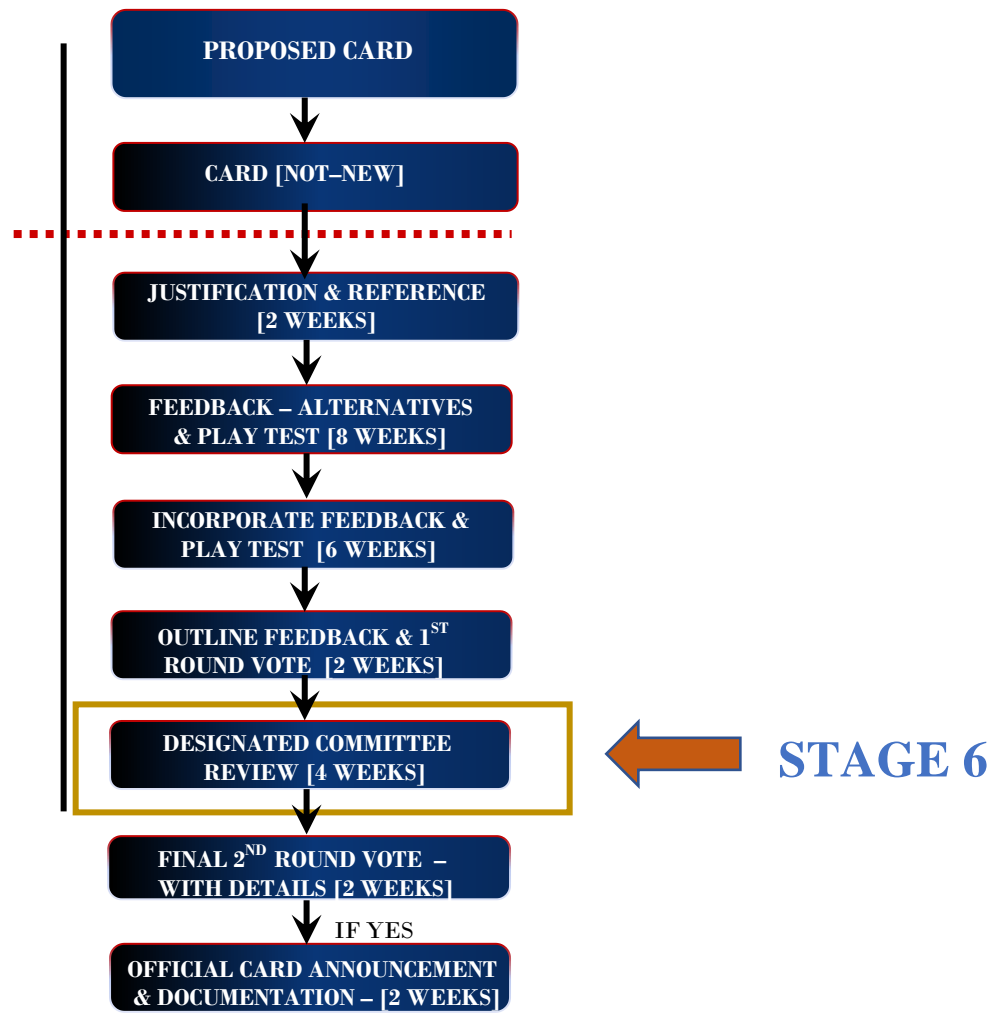
Windows taskbar: Type here to search, Edge, Chrome, Firefox, File Explorer, Word, Excel, PowerPoint, Weather: -6°C Partly cloudy, Time: 9:36 PM 2022-02-27

STAGE 6

DESIGNATED COMMITTEE REVIEW

[FINAL REVIEW OF FEEDBACK]

JAN 17, 2021 – FEB 15, 2021 [4 WEEKS]





[JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
MYSTIQUE CHARACTER CARD	MYSTIQUE: AGE OF APOCALYPSE Energy: 5 Fighting: 6 Strength: 2 Intellect: 6 [Total: 19] INHERENT ABILITY: May Place and Play Any Power Card Usable by Teammate For Defense	www.OverPower.ca
SIMILAR CARDS/CODES	IQ Character Card; Energy: 5 Fighting: 6 Strength: 3 Intellect: 6 <i>Original Character Card:</i> Energy: 6 Fighting: 4 Strength: 2 Inherent Ability: Fighting Power cards are +1 when used to attack Comparison of Inherent Ability: Reyes [Energy: 6 Fighting: 2 Strength: 2 Intellect: 6 <i>Inherent Ability:</i> Intellect Power Grid is 8 for defense. NOTE: This new character card is considered to be defined as Not-New; there is a small adjustment to Sum Total & Strength stat along with a change to the Inherent Ability to extensively show flexibility that Character offers from comic storylines.	www.OverPower.ca
BATTLESITE HOMEBASE IMPACT	Homebase: Asteroid M [Magneto, Quicksilver, Scarlet Witch, Mystique, Blob, Rogue <i>Inherent Ability:</i> For every Value of 2 or less on Character's Power Grid, that Character may not be Spectrum KO'd by that Power Type]. This proposed adjustment to Mystique's Inherent Ability allows for a large number of options when it comes to incorporating synergy of a team due to not having the concern about defense if grids do not line up in regards to Mystique. A team such as Magneto, Quicksilver, Scarlet Witch, Mystique would operate smoothly on defense & Mystique would add some extra backup with the Fighting as well as Intellect stats for offense. The other note is with the Inherent Ability of the Homebase would now help out Mystique where the IQ Character Card did not. Homebase: Fall's Edge Compound [Forge, Mystique, Sabretooth, Strong Guy, Havok, Polaris <i>Inherent Ability:</i> All of Opponent's Universe: Teamwork Card attacks are -1]. Mystique's new Character Card supports more competitive capacities of corresponding Homebase & aspect cards for deckbuilding while not significantly altering the current status of respective Homebases. Note that no impact is viewed regarding Battlesite.	www.OverPower.ca
REFERENCE CHARACTER POWERS	Referenced From https://marvel.fandom.com/wiki/Raven_Darkholme_(Earth-616) [MAR 25 th 2020]: Mystique can psionically alter the formation of her biological cells at will. As a result, she can cause herself to look & sound like an exact duplicate of any human, humanoid, or semi-humanoid being of any sex, wearing virtually any kind of clothing. Her control is so exact that she can precisely duplicate another person's retina pattern in her own eyes, finger, palm & skin-pore patterns on her own hands, skin, smell – to overlap original being, & vocal cords to match voices to the point of corresponding voice prints. Referenced From https://en.wikipedia.org/wiki/Mystique_(comics) [MAY 20 th 2020]: In the X-Men arcade game, she appears, first disguised as Professor X between stages 5 and 6. She is the boss of stage 7, Asteroid M, where she takes Magneto's form; she attacks players with punches and kicks curiously more quickly than the real Magneto.	www.OverPower.ca
PROPOSED SPECIFICS OF CARD & CHARACTER	CARD EFFECTIVENESS RATING: [1]–FAIR; [2]–MEDIUM; [3]–GOOD; [4]–EXCELLENT; [5]–ULTRA Mystique's proposed Character card is rated a [4]–Excellent. The Inherent Ability now offers maximum flexibility in an effort to augment abilities & comic status with current less impactful specials available in Overpower. Strength stat was reduced by 1 to a value of 2 as initially outlined in the original character card to thus bring Sum Total to 19.	www.OverPower.ca
PICTURE PROPOSED FOR CARD	An Original Piece of Artwork will be Drafted for this Card.	www.OverPower.ca
JUSTIFICATION FOR INCLUSION	Mystique is very elusive & manipulative; the Inherent Ability is presented as an attempt to match her referenced abilities that are viewed as not sufficiently addressed in OverPower Card Game. Mystique currently sees very little, if any, play in OverPower. Yet her abilities to shapeshifter/metamorph, infiltrate enables her to represent anyone without assuming their superpowers. Because of this attribute the Inherent Ability can only be defensive & not offensive but still remains an appealing asset.	www.OverPower.ca
FEEDBACK & ALTERNATIVES	The new variant Character card for Mystique is supported & more likely be a replacement for IQ version previously outlined. The IQ version for Mystique has not seen any competitive play. It the perspective that such versatile characters should also be reflected with such an proposed inherent as to best demonstrate flexibility in powers that applicable to non-KO'd teammate with a possible consideration to KO'd teammates. There can still be a few situations where a more offensive Inherent Ability be preferred & in that case the current IQ Character card is available.	COMMITTEE
[PLAY TESTING] INCORPORATE FEEDBACK & ALTERNATIVES	Limited Play Testing; demonstrated Mystique's ability to fit into a greater variety of decks without the concern of matching grids for defensive purposes from in-game circumstance evaluation. Mystique still does not have much regarding offensive specials thus despite the amazing Inherent Ability a significant impact was not noticed with attacks. Mystique is at least a consideration however with a max 6 grid & without great special cards or OPDs other characters may be utilized that could better facilitate preferred aspects of a deck strategy for tournament play.	www.OverPower.ca
VOTE 1 OF 2	[YES] = 4; [NO] = 0	COMMITTEE
COMMITTEE REVIEW	New Proposed Character Card Title From [MYSTIQUE: RAVEN DARKHOLME] To [MYSTIQUE: AGE OF APOCALYPSE]	COMMITTEE
VOTE 2 OF 2 [OUTLINE DETAILS]		
OFFICIAL CARD ANNOUNCEMENT		

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Sent

Drafts

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Meet

New meeting

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Feb 15, 2021, 7:56 AM

Hi Everyone;

Here the follow-up email to the completed first round vote where everyone agreed to move forward with outlined characters as well as presented inherits.

To keep with allocated time frames outlined in the Overpower Card Development Structure Template; a final review stage is to occur until March 21st for this designated committee to outline any additional feedback/clarifications regarding the concept of the proposed Character Cards.

Thank-you for your patience & I look forward to any further feedback by March 21st. I wish you a great day.

Dan

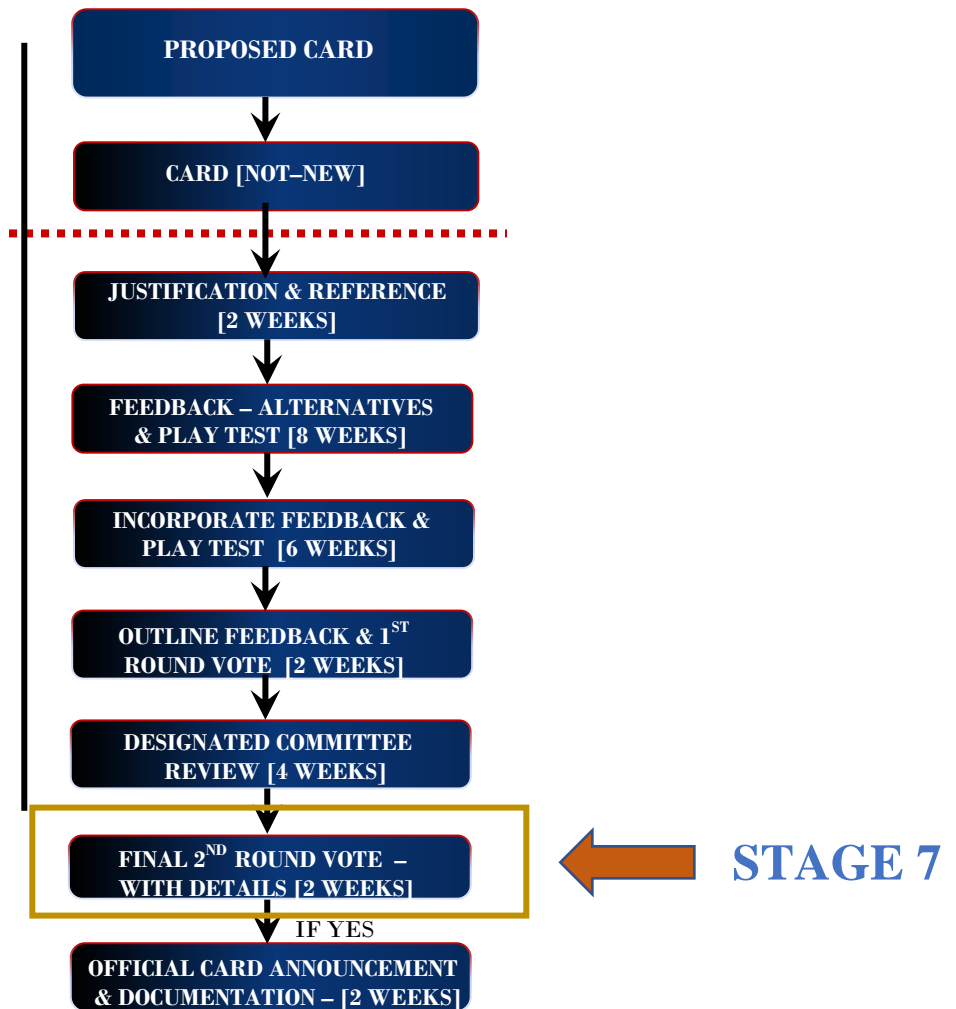
STAGE 7

FINAL 2ND ROUND VOTE – WITH DETAILS

[FINAL VOTE 2 OF 2 – OFFICIAL CARDS FOR TOURNAMENTS]

MAR 1, 2021 – MAR 21, 2021 [2+ WEEKS]

MAR 21, 2021 – SEP 15, 2021 [24+ WEEK – EXTRA CONSIDERATION EXTENSION]





[JUSTIFICATION FOR CARD DEVELOPMENT]

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COMMITTEE REVIEW	New Proposed Character Card Title From [MYSTIQUE: RAVEN DARKHOLME] To [MYSTIQUE: AGE OF APOCALYPSE]	COMMITTEE
VOTE 2 OF 2 [OUTLINE DETAILS]	[YES] = 4; [NO] = 0	COMMITTEE
OFFICIAL CARD ANNOUNCEMENT		

OverPower Approval Committee X

Aug 8, 2021, 10:05 AM

Hi Everyone;

To follow-up prior email that intended to have the review stage completed on March 21st incorporated an extension for any additional feedback as to finalize this stage of the card development process on August 7th.

To move forward with the OverPower Card Development Structure Template; **VOTE 2 of 2** outlining support/decline for proposed cards to be considered official in tournaments for the OverPower Card Game is to be completed by September 6th.

Thank-you for your time contributed to this process. I look forward to receiving your final votes by September 6th & I wish you a great day.

6 Attachments

- 4_OF_6_SILVER_SU...
- 2_OF_6_DOCTOR_D...
- 5_OF_6_SPIDER-M...
- 6_OF_6_WAR_MAC...
- 3_OF_6_MYSTIQUE...
- 1_OF_6_APOCALYP...

Meet

- New meeting
- Join a meeting

Hangouts

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9:37 PM 2022-02-27

OverPower Approval Committee X

Aug 28, 2021, 5:37 PM

Hello everyone,

Just a reminder in regards to the final voting. Trying to have it finalized before September 6. Thanks a lot guys!

Dan

Sep 7, 2021, 2:46 PM

I'm a yes on all of these, look forward to seeing them!

Sign in

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9:38 PM 2022-02-27

Compose

- Inbox
- Snoozed
- Sent
- Drafts
- More

- Meet
- New meeting
 - Join a meeting

Hangouts

Sign in

Signing in will sign you into Hangouts

Sep 8, 2021, 9:23 AM

Sorry for the delay, I vote yes to all of these!

Sep 13, 2021, 11:05 AM

Hi Everyone,

D'Arcy & I; **Official Vote 2 of 2 = Yes** for all 6 Character/Holo-Cards. Thank-you for your support for all 6 Holo-Cards to be considered official in tournaments for the OverPower Card Game.

Later this year intend to follow-up with further developments that are currently moving forward as well as post the completed justification forms on OverPower.Ca.

Thank-you for your support & feedback.

Reply Reply all Forward

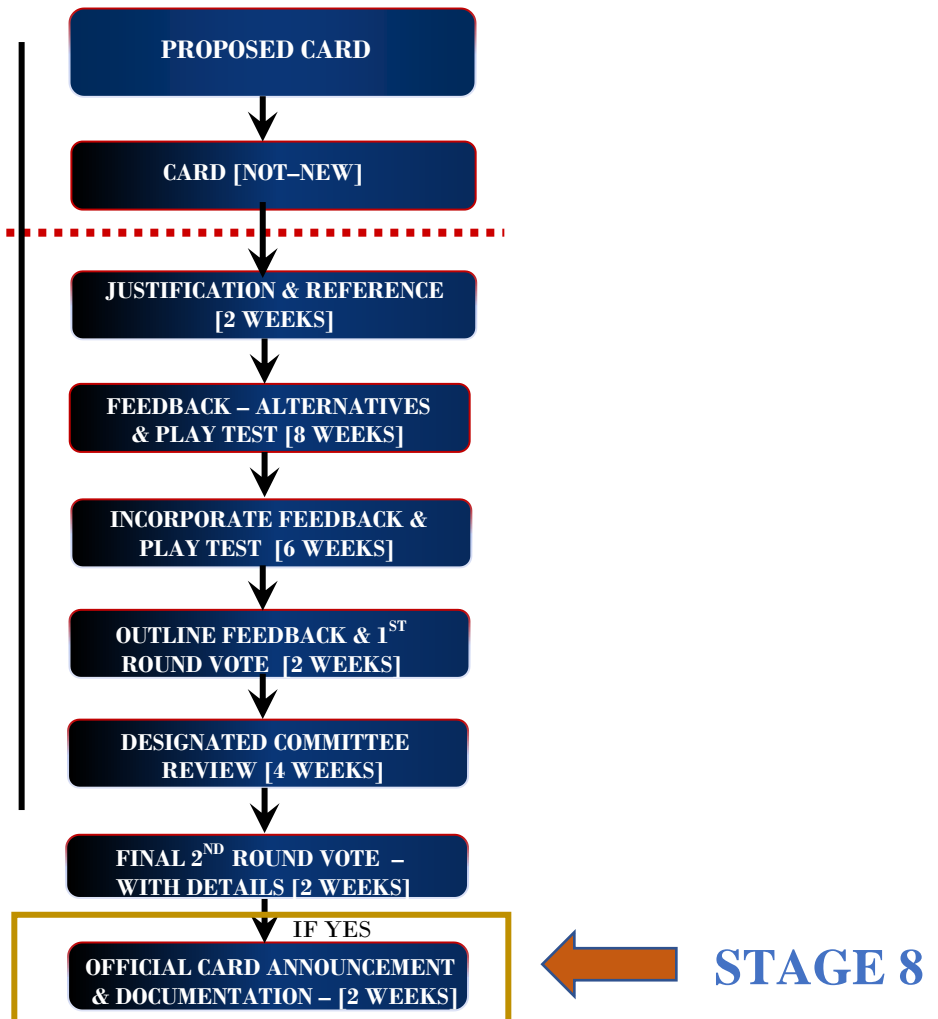
STAGE 8

OFFICIAL CARD ANNOUNCEMENT & DOCUMENTATION

[OFFICIAL CARD ANNOUNCEMENT – WWW.OVERPOWER.CA]

SEP 21, 2021 – OCT 11, 2021 [2+ WEEKS]

OCT 11, 2021 – MAR 21, 2022 [22+ WEEK – EXTRA CONSIDERATION EXTENSION]





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OFFICIAL CARD ANNOUNCEMENT	March 21st, 2022 – [Provided on www.OverPower.Ca]	www.OverPower.Ca