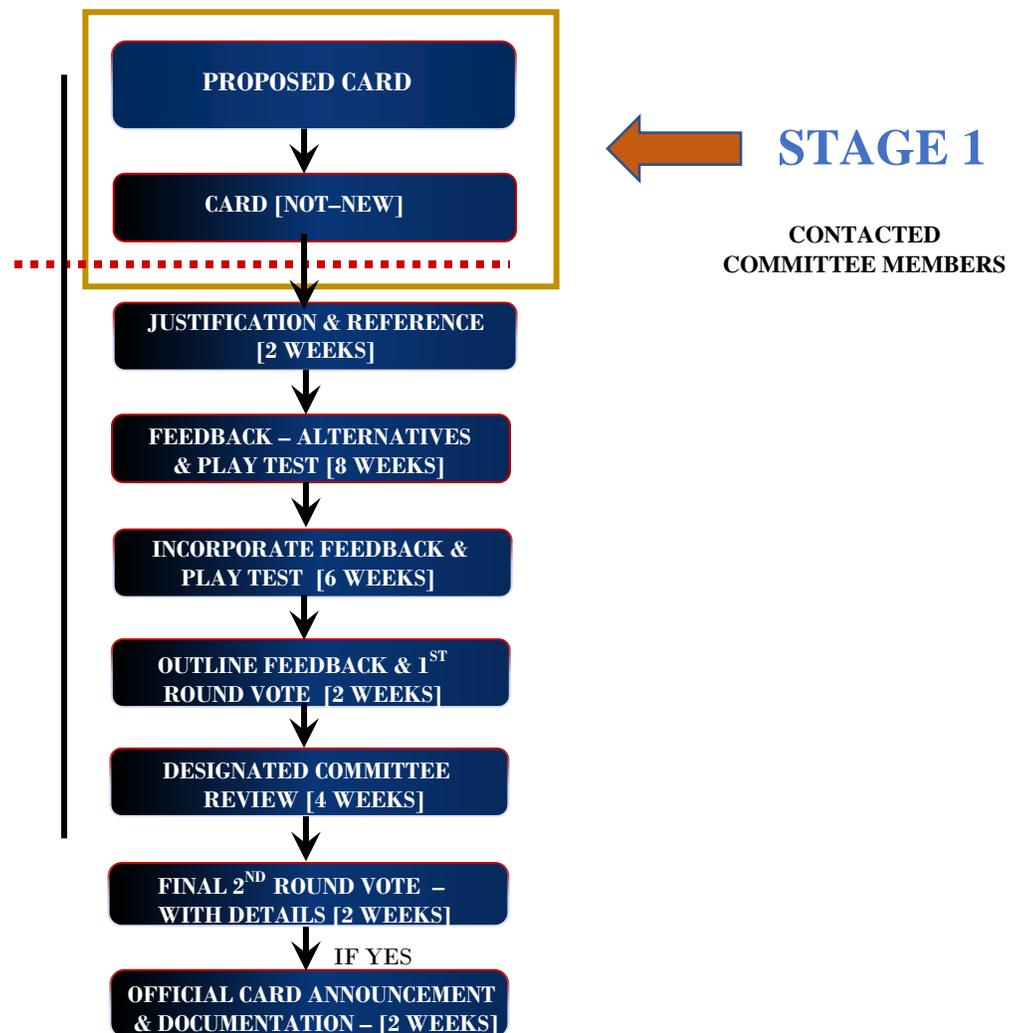


STAGE 1

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

Sent

Drafts

More

Meet

New meeting

Join a meeting

Hangouts

Sign in

Signing in will sign you into Hangouts

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

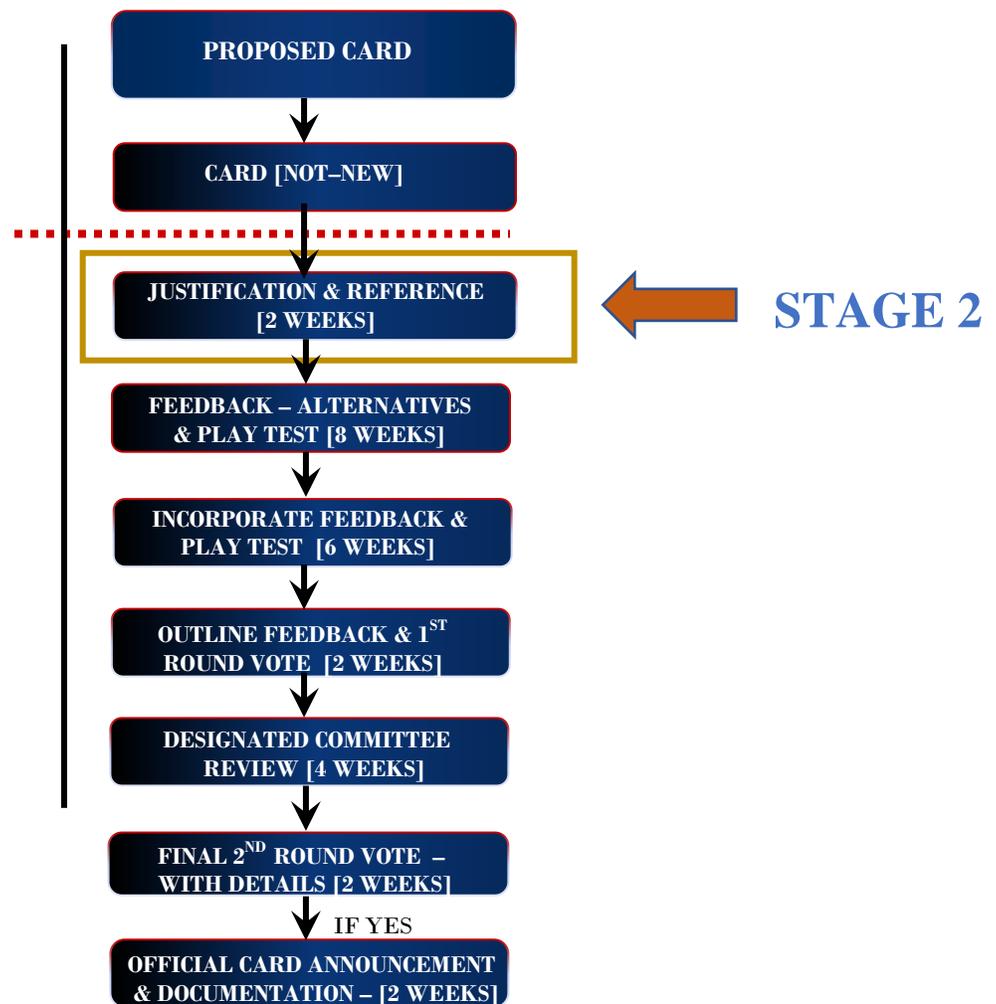


STAGE 2

JUSTIFICATION & REFERENCE

[COMPLETING JUSTIFICATION FORMS]

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





[JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
SPIDER-MAN: THE AMAZING CHARACTER CARD	SPIDER MAN: THE AMAZING INHERENT ABILITY: Energy: 1 Fighting: 7 Strength: 6 Intellect: 6 [Total: 20] Can Place & Play Any Scarlet Spider Non-OPD Specials	www.OverPower.ca
<i>SIMILAR CARDS/CODES</i>	Ghost Rider – IQ Character Card [Energy: 6 Fighting: 6 Strength: 6 Intellect: 2] has a similar balanced power grid but it not directly comparable. It is noted that this new character card would be defined as Not-New; as the only modification is to that of the power grid & inherent where it is noted that has been completed for a number of other characters; thus no other card types are effected that are not already present in the game.	www.OverPower.ca
<i>BATTLESITE/HOMEBASE IMPACT</i>	Location: The Big Apple [Heroes For Hire, Daredevil, Spider-Man, Morbius, Thunderbolts, Falcon <i>Inherent:</i> Big Apple begins with 6 Mission Cards in Reserve Pile & 1 in Defeated Missions Pile]. The Daily Bugle [Spider-Man, Green Goblin, Scorpion, Black Cat, Venom, Scarlet Spider <i>Inherent:</i> The Daily Bugle: Team may not play any Multi-Power cards]. There is minimal impact to Homebases with a slight advantage of enabling Scarlet Spider Non-OPD specials to be more versatile. Grid & Inherent are considered not to have any significant impact regarding Homebase overall function. No significant implications are viewed at this time regarding Battlesite.	www.OverPower.ca
<i>REFERENCE CHARACTER POWERS</i>	The suggested power grid is supported thru extrapolation of the following references below thus leveraging the knowledge that Overpower original version to that of IQ for Spider-Man with the exception of energy level remained unchanged. Although numerous cross-references could be outlined for the reasons regarding proposed grid the most straightforward methodology for an intelligence level of 6 is viewed from past cards essentially outlining IQ level to be equal in value to that of Strength & Fighting. Additionally the following reference provides great support thru illustrated reading [IQ: 95/100] to having the intelligence level increased for Spider-Man: https://www.superherodb.com/spider-man/10-133/ 1991 Marvel Universe #:1 [Intelligence: 4, Strength: 4, Speed: 3, Agility: 6, Stamina: 4, Durability: 3]; 1992 Marvel Universe #:1 [Intelligence: 4, Strength: 4, Speed: 3, Fighting: 4, Energy: 1, Mental Powers: 2]; 1993 Marvel Universe #:59 [Intelligence: 4, Strength: 4, Agility: 6, Mental Powers: 2]; Referenced Version [Intelligence: 95, Strength: 55, Speed: 65, Durability: 75, Power: 75, Combat: 95];	www.OverPower.ca
<i>PROPOSED SPECIFICS OF CARD & CHARACTER</i>	Card Effectiveness Rating: [1]–Fair; [2]–Medium; [3]–Good; [4]–Excellent; [5]–Ultra; This card is considered to receive a rating of [4]–Excellent. This Character Card can enable the main leveraging of Scarlet Spider’s Teammate Avoid special. Although the addition of Scarlet Spider’s Non-OPD specials is not a significant advancement it provides extra support for deckbuilding options thru a stronger power grid [Total of 20]. This version of the Character Card would facilitate the perspective of increasing playability & respecting the associated status as outlined in comics. It would also facilitate numerous teamwork/double shot functions to be potentially integrated into a deckbuilding strategy. It is thru synergy of increasing the power grid & additional playable specials that it viewed as providing Spider-Man: The Amazing; consideration for future tournament deckbuilding options since to date Spider-Man as a character to best of knowledge not been involved in any tournament decks despite the powerful presence displayed in comics.	www.OverPower.ca
<i>PICTURE PROPOSED FOR CARD</i>	Referenced From [March 28, 2020]: https://www.pinterest.ca/pin/451626668874419495/	www.OverPower.ca
<i>JUSTIFICATION FOR INCLUSION</i>	The Character Card modification would enable at the very least a consideration of Spider-Man within a competitive tournament deckbuilding option thus providing extra choices for a type focused structure of fighting, strength & intellect. The ability to leverage a balanced power grid & increase option of specials could see the inclusion of the character for future decks; thus supporting different variations of deckbuilding complexity. From the perspective that a significant majority of Scarlet Spider non-OPD specials are not considered to be impactful; it does not provide unreasonable advantage for Spider-Man. Cross-references of the different versions of power grids respect an equal value regarding fighting & strength for the most part to that of intelligence with consideration to a referenced source of [95/100] that is on comparable levels of other notable characters for a value of 6 within the context of OverPower. In conclusion, this Spider-Man Character Card improves the status of the respected character thru incorporating a greater variety of specials & justified power grid [Total of 20].	www.OverPower.ca
<i>FEEDBACK & ALTERNATIVES</i>		
<i>[PLAY TESTING] INCORPORATE FEEDBACK & ALTERNATIVES</i>		
<i>VOTE 1 OF 2</i>		
<i>COMMITTEE REVIEW</i>		
<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>		
<i>OFFICIAL CARD ANNOUNCEMENT</i>		

Compose

- Inbox
- Snoozed
- Sent
- Drafts
- More

Aug 31, 2020, 8:00 AM

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

Meet

- New meeting
- Join a meeting

Hangouts



Sign in

Signing in will sign you into Hangouts

Compose

- Inbox
- Snoozed
- Sent
- Drafts
- More

Sep 15, 2020, 6:36 AM

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.

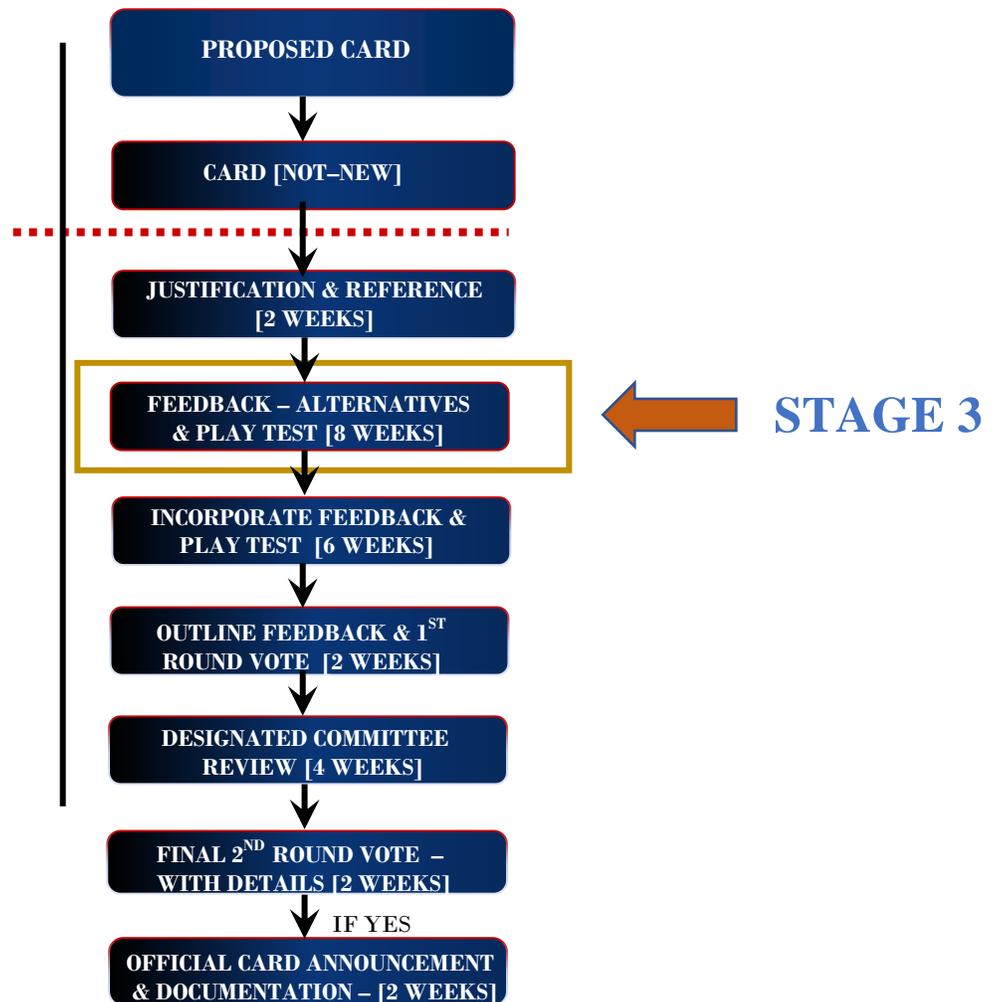
Best,
-Nate

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
SILVER SURFER: HERALD OF GALACTUS CHARACTER CARD	SILVER SURFER: HERALD OF GALACTUS Energy: 8 Fighting: 2 Strength: 7 Intelligence: 3 [Total: 20]	www.OverPower.ca
<i>SIMILAR CARDS/CODES</i>	Professor X; Jean Grey; Dark Phoenix; Spawn – Such characters have similar respective grid aspects [Ex: 8 & 6/7 with respective sum totals of 18 to 21] & with a majority of potentially impactful specials. It is noted that this card would be defined as Not–New; as the only modification is to that of the power grid; not any other card types are effected that are not already present in the game.	www.OverPower.ca
<i>BATTLESITE/HOMEBASE IMPACT</i>	Location: Outer Space [Brood; Silver Surfer; Super Skrull; Adam Warlock; Shi’ar; Starjammers <i>Inherent Ability:</i> Outer Space Team may not place any Universe cards]. Latveria [Doctor Doom; Silver Surfer; Mr Fantastic; Invisible Woman; Human Torch; Thing <i>Inherent Ability:</i> Latveria Team’s Reserve Character may enter battle immediately upon KO of Front Line Character]. Sanctum Sanctorum [Dr Strange; Adam Warlock; Silver Surfer; Ghost Rider; Mephisto; Baron Mordo <i>Inherent Ability:</i> Sanctum Sanctorum Team may not have a Battlesite]. The alternation to Silver Surfer power grid is considered not to unjustly impact the respective Homebases except as to value the true status of the Character within the comics. It is noted that significant advantages are provided, however it not viewed as elevating such Homebases to the prominent top of the competitive tournament environment. Sanctum Sanctorum would require some consideration in the future due to that of Mephisto since the Character is expected to be powerful with both specials & overall power gird. However the respective Homebase inherent has enough associated disability to limit competitive function at this time. The Battlesites are not affected.	www.OverPower.ca
<i>REFERENCE CHARACTER POWERS</i>	The suggested power grid is supported with the following references: 1991 Marvel Universe #:15 [Intelligence: 3, Strength: 7, Speed: 7, Agility: 4, Stamina 6, Durability: 7]; 1992 Marvel Universe Card#:45 [Intelligence: 4, Strength: 7, Energy: 7, Mental Powers: 1, Fighting: 2, Speed:7]; 1993 Marvel Universe #:11 [Intelligence: 4, Strength: 7, Speed: 7, Energy: 7]; 1994 Marvel Universe #:155 [Intelligence: 4, Fighting: 2, Agility: 4, Strength: 7, Speed: 7, Stamina: 6]	www.OverPower.ca
<i>PROPOSED SPECIFICS OF CARD & CHARACTER</i>	Card Effectiveness Rating: [1]–Fair; [2]–Medium; [3]–Good; [4]–Excellent; [5]–Ultra; This card is considered to receive a rating of [4]–Excellent. This proposed Character Card can improve the competitiveness of Silver Surfer however it is noted that the associated specials do not make this new version more advantageous than that of Professor X/Spawn. This version of Character Card would facilitate a perspective of increasing the playability & respecting the status outlined in comics regarding Silver Surfer. Since the current version of Silver Surfer – IQ OverPower [Energy: 7, Fighting: 3, Strength: 6, Intelligence: 5]; to the best of knowledge this character has not ever been involved in any tournament decks despite the powerful presence displayed in comics.	www.OverPower.ca
<i>PICTURE PROPOSED FOR CARD</i>	Referenced From [March 1, 2020]: https://marvel.fandom.com/wiki/Norrin_Radd_(Earth-616)	www.OverPower.ca
<i>JUSTIFICATION FOR INCLUSION</i>	This would enable at the very least the consideration of Silver Surfer as an option within a competitive tournament deckbuilding environment thus providing more choices for an energy & strength focused consideration. Moreover, ability to leverage a high power grid [Total of 20]; specials such a teammate avoid & OPD could see the inclusion of Silver Surfer in future decks. It the perspective that a significant majority of the character’s current specials are not considered to be impactful. Thus, this new Character Card offers greater flexibility & diversity for competitive options without altering the fundamental structure as well as associated status of Silver Surfer.	www.OverPower.ca
<i>FEEDBACK & ALTERNATIVES</i>	The newly proposed grid would essentially have the previous version regarding Silver Surfer be considered uncompetitive. However the current IQ character card has not ever been utilized in an Overpower tournaments. It is viewed that the power grids for energy & strength could both be 8 & thus the intelligence is outlined as 3 as to augment the character’s power status of not receiving two 8’s [Note that the powerful aspect is being represented via a total of 20]. As well, it outlined that this modification is well supported & more correctly grants Silver Surfer the rightful status derived from appearances in comics. In comparison to characters such as Professor X additional considerations would be required to acquire competitive function as Silver Surfer not have variety of OPDs or Spawn with specials such as, “Silver Surfer or teammate avoid 1 attach of 9 or less.”	COMMITTEE
<i>[PLAY TESTING] INCORPORATE FEEDBACK & ALTERNATIVES</i>		
<i>VOTE 1 OF 2</i>		
<i>COMMITTEE REVIEW</i>		
<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>		

Compose

- Inbox
- Snoozed
- Sent
- Drafts
- More

- Meet
- New meeting
- Join a meeting

Hangouts

Sign in

Signing in will sign you into Hangouts

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

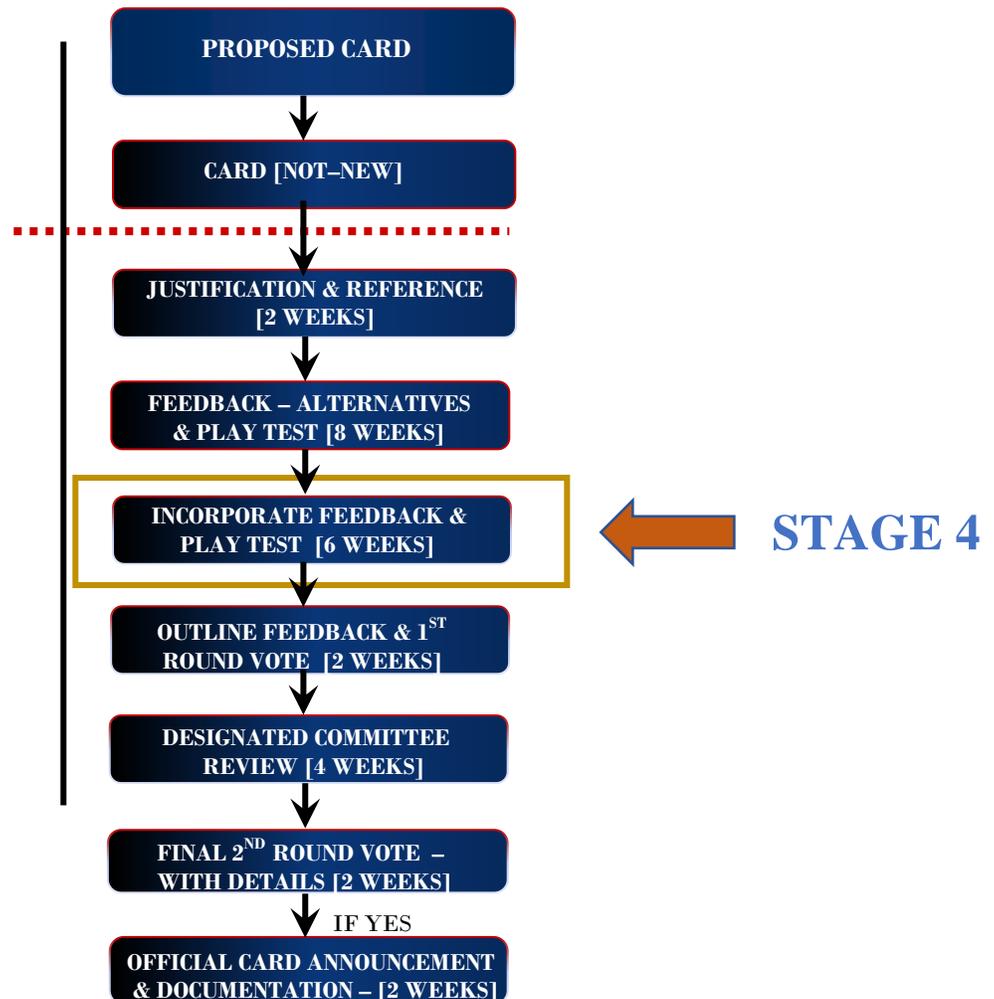


STAGE 4

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
SPIDER-MAN: THE AMAZING CHARACTER CARD	SPIDER-MAN: THE AMAZING INHERENT ABILITY: Energy: 2 Fighting: 7 Strength: 6 Intellect: 6 [Total: 21] May Place and Play Any Scarlet Spider Non-OPD Specials	www.OverPower.ca
<i>SIMILAR CARDS/CODES</i>	Ghost Rider – IQ Character Card [Energy: 6 Fighting: 6 Strength: 6 Intellect: 2] has a similar balanced power grid but it not directly comparable. It is noted that this new character card would be defined as Not-New; as the only modification is to that of the power grid & inherent where it is noted that has been completed for a number of other characters; thus no other card types are effected that are not already present in the game.	www.OverPower.ca
<i>BATTLESITE/HOMEBASE IMPACT</i>	Location: The Big Apple [Heroes For Hire, Daredevil, Spider-Man, Morbius, Thunderbolts, Falcon <i>Inherent</i> : Big Apple begins with 6 Mission Cards in Reserve Pile & 1 in Defeated Missions Pile]. The Daily Bugle [Spider-Man, Green Goblin, Scorpion, Black Cat, Venom, Scarlet Spider <i>Inherent</i> : The Daily Bugle: Team may not play any Multi-Power cards]. There is minimal impact to Homebases with a slight advantage of enabling Scarlet Spider Non-OPD specials to be more versatile. Grid & Inherent are considered not to have any significant impact regarding Homebase overall function. No significant implications are viewed at this time regarding Battlesite.	www.OverPower.ca
<i>REFERENCE CHARACTER POWERS</i>	The suggested power grid is supported thru extrapolation of the following references below thus leveraging the knowledge that Overpower original version to that of IQ for Spider-Man with the exception of energy level remained unchanged. Although numerous cross-references could be outlined for the reasons regarding proposed grid the most straightforward methodology for an intelligence level of 6 is viewed from past cards essentially outlining IQ level to be equal in value to that of Strength & Fighting. Additionally the following reference provides great support thru illustrated reading [IQ: 95/100] to having the intelligence level increased for Spider-Man: https://www.superherodb.com/spider-man/10-133/ 1991 Marvel Universe #:1 [Intelligence: 4, Strength: 4, Speed: 3, Agility: 6, Stamina: 4, Durability: 3]; 1992 Marvel Universe #:1 [Intelligence: 4, Strength: 4, Speed: 3, Fighting: 4, Energy: 1, Mental Powers: 2]; 1993 Marvel Universe #:59 [Intelligence: 4, Strength: 4, Agility: 6, Mental Powers: 2]; Referenced Version [Intelligence: 95, Strength: 55, Speed: 65, Durability: 75, Power: 75, Combat: 95];	www.OverPower.ca
<i>PROPOSED SPECIFICS OF CARD & CHARACTER</i>	Card Effectiveness Rating: [1]–Fair; [2]–Medium; [3]–Good; [4]–Excellent; [5]–Ultra; This card is considered to receive a rating of [4]–Excellent. This Character Card can enable the main leveraging of Scarlet Spider’s Teammate Avoid special. Although the addition of Scarlet Spider’s Non-OPD specials is not a significant advancement it provides extra support for deckbuilding options thru a stronger power grid [Total of 20]. This version of the Character Card would facilitate the perspective of increasing playability & respecting the associated status as outlined in comics. It would also facilitate numerous teamwork/double shot functions to be potentially integrated into a deckbuilding strategy. It is thru synergy of increasing the power grid & additional playable specials that it viewed as providing Spider-Man: The Amazing; consideration for future tournament deckbuilding options since to date Spider-Man as a character to best of knowledge not been involved in any tournament decks despite the powerful presence displayed in comics.	www.OverPower.ca
<i>PICTURE PROPOSED FOR CARD</i>	Referenced From [March 28, 2020]: https://www.pinterest.ca/pin/451626668874419495/	www.OverPower.ca
<i>JUSTIFICATION FOR INCLUSION</i>	The Character Card modification would enable at the very least a consideration of Spider-Man within a competitive tournament deckbuilding option thus providing extra choices for a type focused structure of fighting, strength & intellect. The ability to leverage a balanced power grid & increase option of specials could see the inclusion of the character for future decks; thus supporting different variations of deckbuilding complexity. From the perspective that a significant majority of Scarlet Spider non-OPD specials are not considered to be impactful; it does not provide unreasonable advantage for Spider-Man. Cross-references of the different versions of power grids respect an equal value regarding fighting & strength for the most part to that of intelligence with consideration to a referenced source of [95/100] that is on comparable levels of other notable characters for a value of 6 within the context of OverPower. In conclusion, this Spider-Man Character Card improves the status of the respected character thru incorporating a greater variety of specials & justified power grid [Total of 20].	www.OverPower.ca
<i>FEEDBACK & ALTERNATIVES</i>	The newly proposed grid would essentially have the previous version regarding Spider-Man be considered not competitive; however such a version has not ever once been utilized in an Overpower Tournament. It been prompted that utilizing a total of 21 could still provide some consideration to Spider-Man: Symbiotic Costume & still respect aspects of Scarlet Spider [Total of 21]. The new variant is largely supported however additional consideration to final version includes feedback as to augment energy grid of 1 with inherent “Energy stat of 7 or 8 for defense,” instead of ability to play Scarlet Spider Non-OPD specials.	COMMITTEE
<i>[PLAY TESTING] INCORPORATE FEEDBACK & ALTERNATIVES</i>	Limited Play Testing; illustrates that new character card facilitated increased deckbuilding dynamics & a more competitive option with welcomed combinations of Fighting, Strength & Intellect, thus increasing opportunities for spectrum attacks. Homebase characteristics are slightly improved. Spider-Man has currently one of the greatest non-OPDs specials & excellent grid aspects along with effective defensive options to better reflect the overall aspects of character. Further in-game circumstance testing demonstrated this to be a more competitive option for a number of different deckbuilding strategies.	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>		

Compose

Inbox

Snoozed

Sent

Drafts

More

Meet

New meeting

Join a meeting

Hangouts

Sign in

Signing in will sign you into Hangouts

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

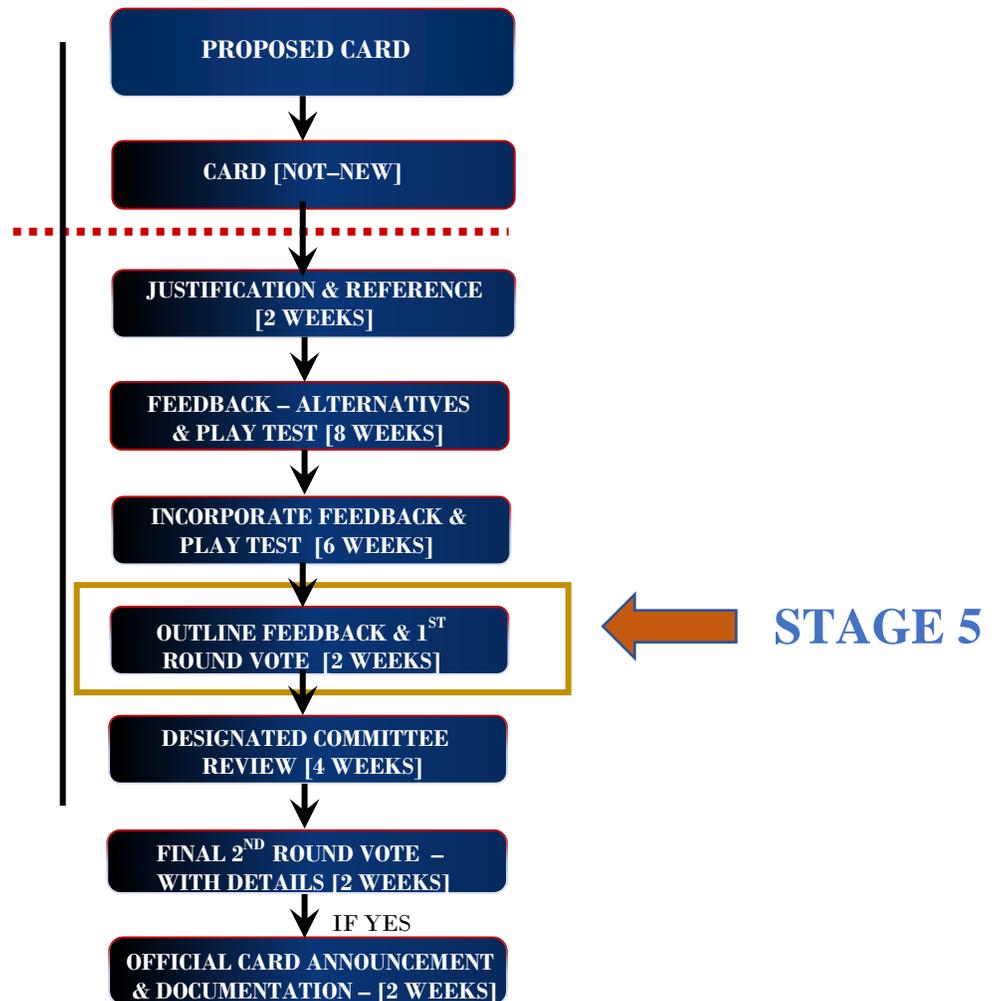


STAGE 5

OUTLINE FEEDBACK & 1ST ROUND VOTE

[DOCUMENTED FEEDBACK & VOTE 1 OF 2]

JAN 4, 2021 – JAN 17, 2021 [2 WEEKS]





[JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
SPIDER-MAN: THE AMAZING CHARACTER CARD	SPIDER-MAN: THE AMAZING INHERENT ABILITY: Energy: 2 Fighting: 7 Strength: 6 Intellect: 6 [Total: 21] May Place and Play Any Scarlet Spider Non-OPD Specials	www.OverPower.ca
<i>SIMILAR CARDS/CODES</i>	Ghost Rider – IQ Character Card [Energy: 6 Fighting: 6 Strength: 6 Intellect: 2] has a similar balanced power grid but it not directly comparable. It is noted that this new character card would be defined as Not-New; as the only modification is to that of the power grid & inherent where it is noted that has been completed for a number of other characters; thus no other card types are effected that are not already present in the game.	www.OverPower.ca
<i>BATTLESITE/HOMEBASE IMPACT</i>	Location: The Big Apple [Heroes For Hire, Daredevil, Spider-Man, Morbius, Thunderbolts, Falcon <i>Inherent</i> : Big Apple begins with 6 Mission Cards in Reserve Pile & 1 in Defeated Missions Pile]. The Daily Bugle [Spider-Man, Green Goblin, Scorpion, Black Cat, Venom, Scarlet Spider <i>Inherent</i> : The Daily Bugle: Team may not play any Multi-Power cards]. There is minimal impact to Homebases with a slight advantage of enabling Scarlet Spider Non-OPD specials to be more versatile. Grid & Inherent are considered not to have any significant impact regarding Homebase overall function. No significant implications are viewed at this time regarding Battlesite.	www.OverPower.ca
<i>REFERENCE CHARACTER POWERS</i>	The suggested power grid is supported thru extrapolation of the following references below thus leveraging the knowledge that Overpower original version to that of IQ for Spider-Man with the exception of energy level remained unchanged. Although numerous cross-references could be outlined for the reasons regarding proposed grid the most straightforward methodology for an intelligence level of 6 is viewed from past cards essentially outlining IQ level to be equal in value to that of Strength & Fighting. Additionally the following reference provides great support thru illustrated reading [IQ: 95/100] to having the intelligence level increased for Spider-Man: https://www.superherodb.com/spider-man/10-133/ 1991 Marvel Universe #:1 [Intelligence: 4, Strength: 4, Speed: 3, Agility: 6, Stamina: 4, Durability: 3]; 1992 Marvel Universe #:1 [Intelligence: 4, Strength: 4, Speed: 3, Fighting: 4, Energy: 1, Mental Powers: 2]; 1993 Marvel Universe #:59 [Intelligence: 4, Strength: 4, Agility: 6, Mental Powers: 2]; Referenced Version [Intelligence: 95, Strength: 55, Speed: 65, Durability: 75, Power: 75, Combat: 95];	www.OverPower.ca
<i>PROPOSED SPECIFICS OF CARD & CHARACTER</i>	Card Effectiveness Rating: [1]–Fair; [2]–Medium; [3]–Good; [4]–Excellent; [5]–Ultra; This card is considered to receive a rating of [4]–Excellent. This Character Card can enable the main leveraging of Scarlet Spider’s Teammate Avoid special. Although the addition of Scarlet Spider’s Non-OPD specials is not a significant advancement it provides extra support for deckbuilding options thru a stronger power grid [Total of 20]. This version of the Character Card would facilitate the perspective of increasing playability & respecting the associated status as outlined in comics. It would also facilitate numerous teamwork/double shot functions to be potentially integrated into a deckbuilding strategy. It is thru synergy of increasing the power grid & additional playable specials that it viewed as providing Spider-Man: The Amazing; consideration for future tournament deckbuilding options since to date Spider-Man as a character to best of knowledge not been involved in any tournament decks despite the powerful presence displayed in comics.	www.OverPower.ca
<i>PICTURE PROPOSED FOR CARD</i>	Referenced From [March 28, 2020]: https://www.pinterest.ca/pin/451626668874419495/	www.OverPower.ca
<i>JUSTIFICATION FOR INCLUSION</i>	The Character Card modification would enable at the very least a consideration of Spider-Man within a competitive tournament deckbuilding option thus providing extra choices for a type focused structure of fighting, strength & intellect. The ability to leverage a balanced power grid & increase option of specials could see the inclusion of the character for future decks; thus supporting different variations of deckbuilding complexity. From the perspective that a significant majority of Scarlet Spider non-OPD specials are not considered to be impactful; it does not provide unreasonable advantage for Spider-Man. Cross-references of the different versions of power grids respect an equal value regarding fighting & strength for the most part to that of intelligence with consideration to a referenced source of [95/100] that is on comparable levels of other notable characters for a value of 6 within the context of OverPower. In conclusion, this Spider-Man Character Card improves the status of the respected character thru incorporating a greater variety of specials & justified power grid [Total of 20].	www.OverPower.ca
<i>FEEDBACK & ALTERNATIVES</i>	The newly proposed grid would essentially have the previous version regarding Spider-Man be considered not competitive; however such a version has not ever once been utilized in an Overpower Tournament. It been prompted that utilizing a total of 21 could still provide some consideration to Spider-Man: Symbiotic Costume & still respect aspects of Scarlet Spider [Total of 21]. The new variant is largely supported however additional consideration to final version includes feedback as to augment energy grid of 1 with inherent “Energy stat of 7 or 8 for defense,” instead of ability to play Scarlet Spider Non-OPD specials.	COMMITTEE
<i>[PLAY TESTING] INCORPORATE FEEDBACK & ALTERNATIVES</i>	Limited Play Testing; illustrates that new character card facilitated increased deckbuilding dynamics & a more competitive option with welcomed combinations of Fighting, Strength & Intellect, thus increasing opportunities for spectrum attacks. Homebase characteristics are slightly improved. Spider-Man has currently one of the greatest non-OPDs specials & excellent grid aspects along with effective defensive options to better reflect the overall aspects of character. Further in-game circumstance testing demonstrated this to be a more competitive option for a number of different deckbuilding strategies.	www.OverPower.ca
<i>VOTE 1 OF 2</i>	[YES] = 4; [NO] = 0	COMMITTEE
<i>COMMITTEE REVIEW</i>		
<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>		
<i>OFFICIAL CARD ANNOUNCEMENT</i>		



[JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
SPIDER-MAN: THE AMAZING CHARACTER CARD	SPIDER-MAN: THE AMAZING SPIDER-MAN Energy: 2 Fighting: 7 Strength: 6 Intellect: 6 [Total: 21] INHERENT ABILITY: May Place and Play Any Scarlet Spider Non-OPD Specials	www.OverPower.ca
<i>SIMILAR CARDS/CODES</i>	Ghost Rider – IQ Character Card [Energy: 6 Fighting: 6 Strength: 6 Intellect: 2] has a similar balanced power grid but it not directly comparable. It is noted that this new character card would be defined as Not-New; as the only modification is to that of the power grid & inherent where it is noted that has been completed for a number of other characters; thus no other card types are effected that are not already present in the game.	www.OverPower.ca
<i>BATTLESITE/HOMEBASE IMPACT</i>	Location: The Big Apple [Heroes For Hire, Daredevil, Spider-Man, Morbius, Thunderbolts, Falcon <i>Inherent</i> : Big Apple begins with 6 Mission Cards in Reserve Pile & 1 in Defeated Missions Pile]. The Daily Bugle [Spider-Man, Green Goblin, Scorpion, Black Cat, Venom, Scarlet Spider <i>Inherent</i> : The Daily Bugle: Team may not play any Multi-Power cards]. There is minimal impact to Homebases with a slight advantage of enabling Scarlet Spider Non-OPD specials to be more versatile. Grid & Inherent are considered not to have any significant impact regarding Homebase overall function. No significant implications are viewed at this time regarding Battlesite.	www.OverPower.ca
<i>REFERENCE CHARACTER POWERS</i>	The suggested power grid is supported thru extrapolation of the following references below thus leveraging the knowledge that Overpower original version to that of IQ for Spider-Man with the exception of energy level remained unchanged. Although numerous cross-references could be outlined for the reasons regarding proposed grid the most straightforward methodology for an intelligence level of 6 is viewed from past cards essentially outlining IQ level to be equal in value to that of Strength & Fighting. Additionally the following reference provides great support thru illustrated reading [IQ: 95/100] to having the intelligence level increased for Spider-Man: https://www.superherodb.com/spider-man/10-133/ 1991 Marvel Universe #:1 [Intelligence: 4, Strength: 4, Speed: 3, Agility: 6, Stamina: 4, Durability: 3]; 1992 Marvel Universe #:1 [Intelligence: 4, Strength: 4, Speed: 3, Fighting: 4, Energy: 1, Mental Powers: 2]; 1993 Marvel Universe #:59 [Intelligence: 4, Strength: 4, Agility: 6, Mental Powers: 2]; Referenced Version [Intelligence: 95, Strength: 55, Speed: 65, Durability: 75, Power: 75, Combat: 95];	www.OverPower.ca
<i>PROPOSED SPECIFICS OF CARD & CHARACTER</i>	Card Effectiveness Rating: [1]–Fair; [2]–Medium; [3]–Good; [4]–Excellent; [5]–Ultra; This card is considered to receive a rating of [4]–Excellent. This Character Card can enable the main leveraging of Scarlet Spider’s Teammate Avoid special. Although the addition of Scarlet Spider’s Non-OPD specials is not a significant advancement it provides extra support for deckbuilding options thru a stronger power grid [Total of 20]. This version of the Character Card would facilitate the perspective of increasing playability & respecting the associated status as outlined in comics. It would also facilitate numerous teamwork/double shot functions to be potentially integrated into a deckbuilding strategy. It is thru synergy of increasing the power grid & additional playable specials that it viewed as providing Spider-Man: The Amazing; consideration for future tournament deckbuilding options since to date Spider-Man as a character to best of knowledge not been involved in any tournament decks despite the powerful presence displayed in comics.	www.OverPower.ca
<i>PICTURE PROPOSED FOR CARD</i>	Referenced From [March 28, 2020]: https://www.pinterest.ca/pin/451626668874419495/	www.OverPower.ca
<i>JUSTIFICATION FOR INCLUSION</i>	The Character Card modification would enable at the very least a consideration of Spider-Man within a competitive tournament deckbuilding option thus providing extra choices for a type focused structure of fighting, strength & intellect. The ability to leverage a balanced power grid & increase option of specials could see the inclusion of the character for future decks; thus supporting different variations of deckbuilding complexity. From the perspective that a significant majority of Scarlet Spider non-OPD specials are not considered to be impactful; it does not provide unreasonable advantage for Spider-Man. Cross-references of the different versions of power grids respect an equal value regarding fighting & strength for the most part to that of intelligence with consideration to a referenced source of [95/100] that is on comparable levels of other notable characters for a value of 6 within the context of OverPower. In conclusion, this Spider-Man Character Card improves the status of the respected character thru incorporating a greater variety of specials & justified power grid [Total of 20].	www.OverPower.ca
<i>FEEDBACK & ALTERNATIVES</i>	The newly proposed grid would essentially have the previous version regarding Spider-Man be considered not competitive; however such a version has not ever once been utilized in an Overpower Tournament. It been prompted that utilizing a total of 21 could still provide some consideration to Spider-Man: Symbiotic Costume & still respect aspects of Scarlet Spider [Total of 21]. The new variant is largely supported however additional consideration to final version includes feedback as to augment energy grid of 1 with inherent “Energy stat of 7 or 8 for defense,” instead of ability to play Scarlet Spider Non-OPD specials.	COMMITTEE
<i>[PLAY TESTING] INCORPORATE FEEDBACK & ALTERNATIVES</i>	Limited Play Testing; illustrates that new character card facilitated increased deckbuilding dynamics & a more competitive option with welcomed combinations of Fighting, Strength & Intellect, thus increasing opportunities for spectrum attacks. Homebase characteristics are slightly improved. Spider-Man has currently one of the greatest non-OPDs specials & excellent grid aspects along with effective defensive options to better reflect the overall aspects of character. Further in-game circumstance testing demonstrated this to be a more competitive option for a number of different deckbuilding strategies.	www.OverPower.ca
<i>VOTE 1 OF 2</i>	[YES] = 4; [NO] = 0	COMMITTEE
<i>COMMITTEE REVIEW</i>	New Proposed Character Card Title From [SPIDER-MAN: THE AMAZING] To [SPIDER-MAN: THE AMAZING SPIDER-MAN]	COMMITTEE
<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>		
<i>OFFICIAL CARD ANNOUNCEMENT</i>		

Compose

Inbox

Snoozed

Sent

Drafts

More

Meet

New meeting

Join a meeting

Hangouts

Sign in

Signing in will sign you into Hangouts

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

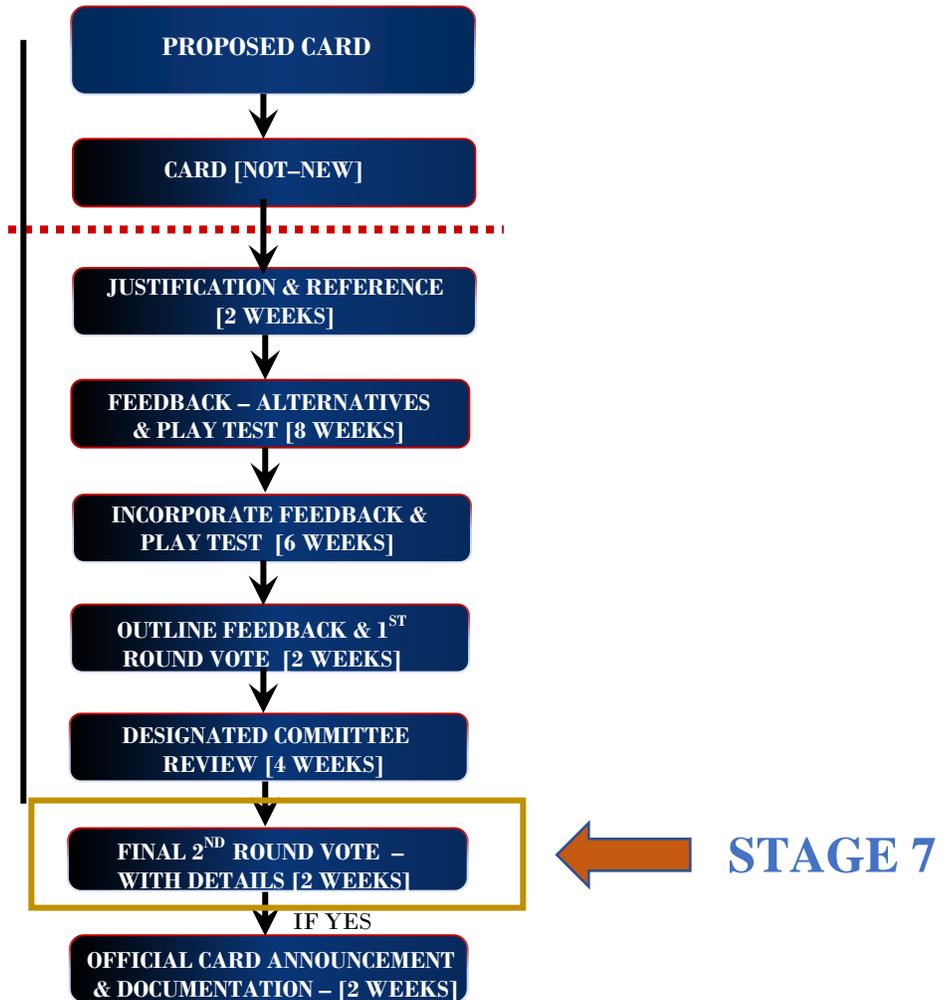
STAGE 7

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]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
SPIDER-MAN: THE AMAZING CHARACTER CARD	SPIDER-MAN: THE AMAZING SPIDER-MAN Energy: 2 Fighting: 7 Strength: 6 Intellect: 6 [Total: 21] INHERENT ABILITY: May Place and Play Any Scarlet Spider Non-OPD Specials	www.OverPower.ca
<i>SIMILAR CARDS/CODES</i>	Ghost Rider – IQ Character Card [Energy: 6 Fighting: 6 Strength: 6 Intellect: 2] has a similar balanced power grid but it not directly comparable. It is noted that this new character card would be defined as Not-New; as the only modification is to that of the power grid & inherent where it is noted that has been completed for a number of other characters; thus no other card types are effected that are not already present in the game.	www.OverPower.ca
<i>BATTLESITE/HOMEBASE IMPACT</i>	Location: The Big Apple [Heroes For Hire, Daredevil, Spider-Man, Morbius, Thunderbolts, Falcon <i>Inherent</i> : Big Apple begins with 6 Mission Cards in Reserve Pile & 1 in Defeated Missions Pile]. The Daily Bugle [Spider-Man, Green Goblin, Scorpion, Black Cat, Venom, Scarlet Spider <i>Inherent</i> : The Daily Bugle: Team may not play any Multi-Power cards]. There is minimal impact to Homebases with a slight advantage of enabling Scarlet Spider Non-OPD specials to be more versatile. Grid & Inherent are considered not to have any significant impact regarding Homebase overall function. No significant implications are viewed at this time regarding Battlesite.	www.OverPower.ca
<i>REFERENCE CHARACTER POWERS</i>	The suggested power grid is supported thru extrapolation of the following references below thus leveraging the knowledge that Overpower original version to that of IQ for Spider-Man with the exception of energy level remained unchanged. Although numerous cross-references could be outlined for the reasons regarding proposed grid the most straightforward methodology for an intelligence level of 6 is viewed from past cards essentially outlining IQ level to be equal in value to that of Strength & Fighting. Additionally the following reference provides great support thru illustrated reading [IQ: 95/100] to having the intelligence level increased for Spider-Man: https://www.superherodb.com/spider-man/10-133/ 1991 Marvel Universe #:1 [Intelligence: 4, Strength: 4, Speed: 3, Agility: 6, Stamina: 4, Durability: 3]; 1992 Marvel Universe #:1 [Intelligence: 4, Strength: 4, Speed: 3, Fighting: 4, Energy: 1, Mental Powers: 2]; 1993 Marvel Universe #:59 [Intelligence: 4, Strength: 4, Agility: 6, Mental Powers: 2]; Referenced Version [Intelligence: 95, Strength: 55, Speed: 65, Durability: 75, Power: 75, Combat: 95];	www.OverPower.ca
<i>PROPOSED SPECIFICS OF CARD & CHARACTER</i>	Card Effectiveness Rating: [1]–Fair; [2]–Medium; [3]–Good; [4]–Excellent; [5]–Ultra; This card is considered to receive a rating of [4]–Excellent. This Character Card can enable the main leveraging of Scarlet Spider’s Teammate Avoid special. Although the addition of Scarlet Spider’s Non-OPD specials is not a significant advancement it provides extra support for deckbuilding options thru a stronger power grid [Total of 20]. This version of the Character Card would facilitate the perspective of increasing playability & respecting the associated status as outlined in comics. It would also facilitate numerous teamwork/double shot functions to be potentially integrated into a deckbuilding strategy. It is thru synergy of increasing the power grid & additional playable specials that it viewed as providing Spider-Man: The Amazing; consideration for future tournament deckbuilding options since to date Spider-Man as a character to best of knowledge not been involved in any tournament decks despite the powerful presence displayed in comics.	www.OverPower.ca
<i>PICTURE PROPOSED FOR CARD</i>	Referenced From [March 28, 2020]: https://www.pinterest.ca/pin/451626668874419495/	www.OverPower.ca
<i>JUSTIFICATION FOR INCLUSION</i>	The Character Card modification would enable at the very least a consideration of Spider-Man within a competitive tournament deckbuilding option thus providing extra choices for a type focused structure of fighting, strength & intellect. The ability to leverage a balanced power grid & increase option of specials could see the inclusion of the character for future decks; thus supporting different variations of deckbuilding complexity. From the perspective that a significant majority of Scarlet Spider non-OPD specials are not considered to be impactful; it does not provide unreasonable advantage for Spider-Man. Cross-references of the different versions of power grids respect an equal value regarding fighting & strength for the most part to that of intelligence with consideration to a referenced source of [95/100] that is on comparable levels of other notable characters for a value of 6 within the context of OverPower. In conclusion, this Spider-Man Character Card improves the status of the respected character thru incorporating a greater variety of specials & justified power grid [Total of 20].	www.OverPower.ca
<i>FEEDBACK & ALTERNATIVES</i>	The newly proposed grid would essentially have the previous version regarding Spider-Man be considered not competitive; however such a version has not ever once been utilized in an Overpower Tournament. It been prompted that utilizing a total of 21 could still provide some consideration to Spider-Man: Symbiotic Costume & still respect aspects of Scarlet Spider [Total of 21]. The new variant is largely supported however additional consideration to final version includes feedback as to augment energy grid of 1 with inherent “Energy stat of 7 or 8 for defense,” instead of ability to play Scarlet Spider Non-OPD specials.	COMMITTEE
<i>[PLAY TESTING] INCORPORATE FEEDBACK & ALTERNATIVES</i>	Limited Play Testing; illustrates that new character card facilitated increased deckbuilding dynamics & a more competitive option with welcomed combinations of Fighting, Strength & Intellect, thus increasing opportunities for spectrum attacks. Homebase characteristics are slightly improved. Spider-Man has currently one of the greatest non-OPDs specials & excellent grid aspects along with effective defensive options to better reflect the overall aspects of character. Further in-game circumstance testing demonstrated this to be a more competitive option for a number of different deckbuilding strategies.	www.OverPower.ca
<i>VOTE 1 OF 2</i>	[YES] = 4; [NO] = 0	COMMITTEE
<i>COMMITTEE REVIEW</i>	New Proposed Character Card Title From [SPIDER-MAN: THE AMAZING] To [SPIDER-MAN: THE AMAZING SPIDER-MAN]	COMMITTEE
<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>	[YES] = 4; [NO] = 0	COMMITTEE
<i>OFFICIAL CARD ANNOUNCEMENT</i>		

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

Sign in

Signing in will sign you into Hangouts

Type here to search

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

Signing in will sign you into Hangouts

Type here to search

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

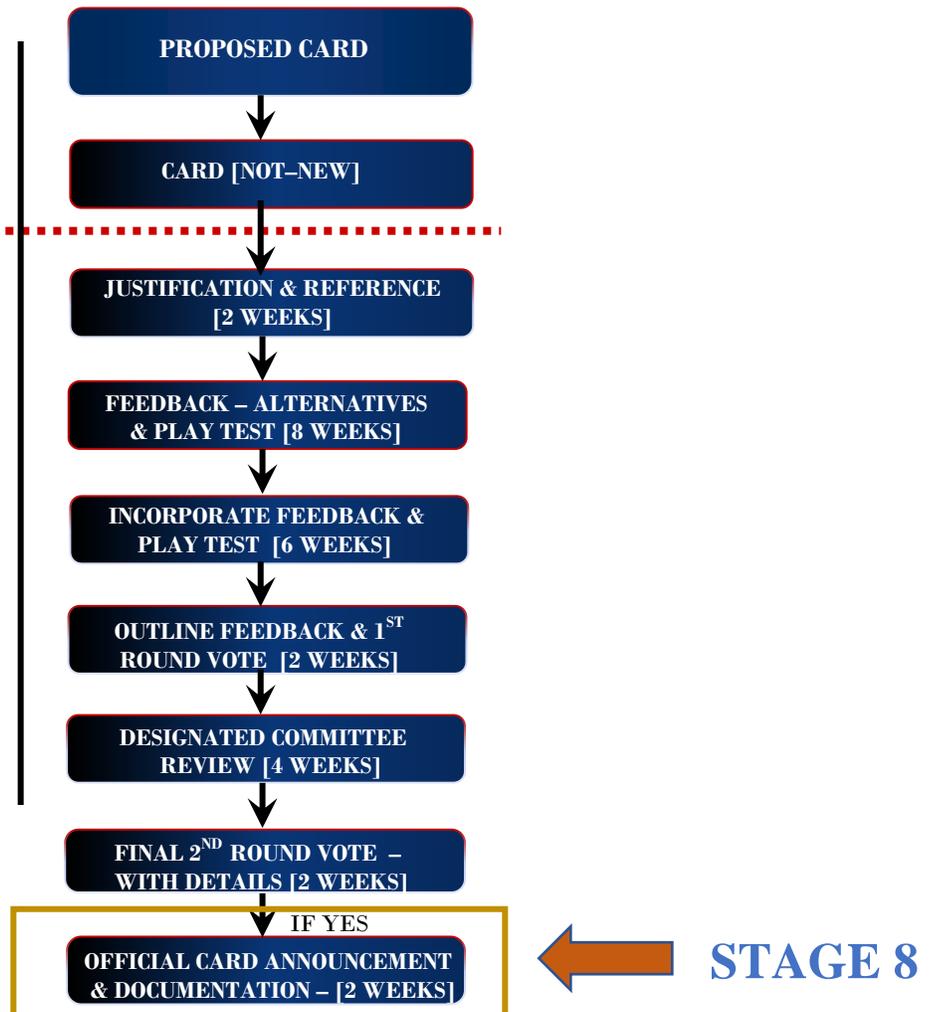
STAGE 8

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]





[JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
SPIDER-MAN: THE AMAZING CHARACTER CARD	SPIDER-MAN: THE AMAZING SPIDER-MAN Energy: 2 Fighting: 7 Strength: 6 Intellect: 6 [Total: 21] INHERENT ABILITY: May Place and Play Any Scarlet Spider Non-OPD Specials	www.OverPower.Ca
<i>SIMILAR CARDS/CODES</i>	Ghost Rider – IQ Character Card [Energy: 6 Fighting: 6 Strength: 6 Intellect: 2] has a similar balanced power grid but it not directly comparable. It is noted that this new character card would be defined as Not-New; as the only modification is to that of the power grid & inherent where it is noted that has been completed for a number of other characters; thus no other card types are effected that are not already present in the game.	www.OverPower.Ca
<i>BATTLESITE/HOMEBASE IMPACT</i>	Location: The Big Apple [Heroes For Hire, Daredevil, Spider-Man, Morbius, Thunderbolts, Falcon <i>Inherent</i> : Big Apple begins with 6 Mission Cards in Reserve Pile & 1 in Defeated Missions Pile]. The Daily Bugle [Spider-Man, Green Goblin, Scorpion, Black Cat, Venom, Scarlet Spider <i>Inherent</i> : The Daily Bugle: Team may not play any Multi-Power cards]. There is minimal impact to Homebases with a slight advantage of enabling Scarlet Spider Non-OPD specials to be more versatile. Grid & Inherent are considered not to have any significant impact regarding Homebase overall function. No significant implications are viewed at this time regarding Battlesite.	www.OverPower.Ca
<i>REFERENCE CHARACTER POWERS</i>	The suggested power grid is supported thru extrapolation of the following references below thus leveraging the knowledge that Overpower original version to that of IQ for Spider-Man with the exception of energy level remained unchanged. Although numerous cross-references could be outlined for the reasons regarding proposed grid the most straightforward methodology for an intelligence level of 6 is viewed from past cards essentially outlining IQ level to be equal in value to that of Strength & Fighting. Additionally the following reference provides great support thru illustrated reading [IQ: 95/100] to having the intelligence level increased for Spider-Man: https://www.superherodb.com/spider-man/10-133/ 1991 Marvel Universe #:1 [Intelligence: 4, Strength: 4, Speed: 3, Agility: 6, Stamina: 4, Durability: 3]; 1992 Marvel Universe #:1 [Intelligence: 4, Strength: 4, Speed: 3, Fighting: 4, Energy: 1, Mental Powers: 2]; 1993 Marvel Universe #:59 [Intelligence: 4, Strength: 4, Agility: 6, Mental Powers: 2]; Referenced Version [Intelligence: 95, Strength: 55, Speed: 65, Durability: 75, Power: 75, Combat: 95];	www.OverPower.Ca
<i>PROPOSED SPECIFICS OF CARD & CHARACTER</i>	Card Effectiveness Rating: [1]–Fair; [2]–Medium; [3]–Good; [4]–Excellent; [5]–Ultra; This card is considered to receive a rating of [4]–Excellent. This Character Card can enable the main leveraging of Scarlet Spider’s Teammate Avoid special. Although the addition of Scarlet Spider’s Non-OPD specials is not a significant advancement it provides extra support for deckbuilding options thru a stronger power grid [Total of 20]. This version of the Character Card would facilitate the perspective of increasing playability & respecting the associated status as outlined in comics. It would also facilitate numerous teamwork/double shot functions to be potentially integrated into a deckbuilding strategy. It is thru synergy of increasing the power grid & additional playable specials that it viewed as providing Spider-Man: The Amazing; consideration for future tournament deckbuilding options since to date Spider-Man as a character to best of knowledge not been involved in any tournament decks despite the powerful presence displayed in comics.	www.OverPower.Ca
<i>PICTURE PROPOSED FOR CARD</i>	Referenced From [March 28, 2020]: https://www.pinterest.ca/pin/451626668874419495/ . An Original Piece of Artwork has been Completed for this Character Card.	www.OverPower.Ca
<i>JUSTIFICATION FOR INCLUSION</i>	The Character Card modification would enable at the very least a consideration of Spider-Man within a competitive tournament deckbuilding option thus providing extra choices for a type focused structure of fighting, strength & intellect. The ability to leverage a balanced power grid & increase option of specials could see the inclusion of the character for future decks; thus supporting different variations of deckbuilding complexity. From the perspective that a significant majority of Scarlet Spider non-OPD specials are not considered to be impactful; it does not provide unreasonable advantage for Spider-Man. Cross-references of the different versions of power grids respect an equal value regarding fighting & strength for the most part to that of intelligence with consideration to a referenced source of [95/100] that is on comparable levels of other notable characters for a value of 6 within the context of OverPower. In conclusion, this Spider-Man Character Card improves the status of the respected character thru incorporating a greater variety of specials & justified power grid [Total of 20].	www.OverPower.Ca
<i>FEEDBACK & ALTERNATIVES</i>	The newly proposed grid would essentially have the previous version regarding Spider-Man be considered not competitive; however such a version has not ever once been utilized in an Overpower Tournament. It been prompted that utilizing a total of 21 could still provide some consideration to Spider-Man: Symbiotic Costume & still respect aspects of Scarlet Spider [Total of 21]. The new variant is largely supported however additional consideration to final version includes feedback as to augment energy grid of 1 with inherent “Energy stat of 7 or 8 for defense,” instead of ability to play Scarlet Spider Non-OPD specials.	COMMITTEE
<i>[PLAY TESTING] INCORPORATE FEEDBACK & ALTERNATIVES</i>	Limited Play Testing; illustrates that new character card facilitated increased deckbuilding dynamics & a more competitive option with welcomed combinations of Fighting, Strength & Intellect, thus increasing opportunities for spectrum attacks. Homebase characteristics are slightly improved. Spider-Man has currently one of the greatest non-OPDs specials & excellent grid aspects along with effective defensive options to better reflect the overall aspects of character. Further in-game circumstance testing demonstrated this to be a more competitive option for a number of different deckbuilding strategies.	www.OverPower.Ca
<i>VOTE 1 OF 2</i>	[YES] = 4; [NO] = 0	COMMITTEE
<i>COMMITTEE REVIEW</i>	New Proposed Character Card Title From [SPIDER-MAN: THE AMAZING] To [SPIDER-MAN: THE AMAZING SPIDER-MAN]	COMMITTEE
<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>	[YES] = 4; [NO] = 0	COMMITTEE
<i>OFFICIAL CARD ANNOUNCEMENT</i>	March 21st, 2022 – [Provided on www.OverPower.Ca]	www.OverPower.Ca