**Pre-game customization System**

* Pre-game customization System
  + There are 4 ways to customize player before the game: cosmetics, pre-game deck, perks, card/combo preferences
  + Players can’t modify these during a match
  + Players unlock more perks and cosmetics as you play
  + Players save combinations of these options into loadouts to select from before the match
  + There are several default loadouts to allow for a player to start playing right away
* Pre-game Deck
  + Players select a small, predefined deck to enter matches with
  + The pool players select these cards from is a subset of the total card pool
  + Players have access to the entire pregame deck pool from the start
  + The size of the pregame deck is *up to* a third of the player’s max deck size, rounded down
    - Max deck size determined by perks, see below
* Perks
  + Players select a number of perks that modify the way they play
    - Perks are always passive
    - **[See Perks Spec]** for examples and details
  + Perks all either lower or increase a player’s max deck size
    - Base max deck size is 60 *(potentially subject to change)*
    - Perks can’t reduce max deck size below 0 or over 99
* Cosmetics
  + Players can customize an avatar to represent them in game
  + Players can also select a card back for their pre-game deck
  + These have no mechanical effect aside from the appearance of the player and theirs cards
* Card/Combo Preferences
  + Players can select certain preferences in cards, types of cards, or combination of cards before a match to help them make snap decisions during a match
  + This has no mechanical effect aside from highlighting these cards or combination of cards while in the loot menu or in the player’s hand, or rearranging cards into a certain order when they are in the player’s hand