

## ***The Scholar***

John Rhodes

### ***Characteristics***

Background: Medical

Power Source: Relic

Archetype: Form-Changer

Personality: Nurturing

### ***Principle of the Mentor***

During Roleplaying: It is important to you to share your knowledge and experience with less-weathered heroes. Everyone grants you some measure of respect for your wisdom.

Minor Twist: Which whippersnapper just showed you up?

Major Twist: What has just proven that you're too behind the times?

### ***Principle of the Nomad***

During Roleplaying: You are far away from home, but you're used to living on the road. You know how to get by on the run.

Minor Twist: What problem does your lack of attachments cause?

Major Twist: How have you been lost from your new home?

### ***Powers***

Awareness D8

Radiant D6

Self Transmutation D10

Transmutation D10

Vitality D6

### ***Qualities***

Alertness D8

Magical Lore D10

Medicine D10

Science D6

Timeless Mentor D8

### ***Status Dice & Health Ranges***

Green: D6, 29-23

Yellow: D6, 22-11

Red: D12, 10-1

### ***Green Zone Abilities***

Keep Moving (Action): Take a basic action using Self Transmutation, then switch to any available form.

Know When to Hold Fast (Boost Action): Boost yourself using Awareness. That bonus is persistent and exclusive.

Transmutative Recovery (Attack & Recover Action): Attack using Self Transmutation and Recover Health equal to your Min die. Return to your base form.

Principle of the Mentor (Overcome Action): Overcome a challenge that someone else younger already tried and failed. Use your Max die. You and each of your allies gain a hero point.

Principle of the Nomad (Overcome Action): Overcome a situation where you can apply lessons from the road and use your Max die. You and each of your allies gain a hero point.

### ***Yellow Zone Abilities***

Offensive Transmutation (Hinder & Recover Action): Hinder using Transmutation. Also Recover Health equal to your Min die.

Proverbs & Axioms (Defend Reaction): When another hero in the Yellow or Red zone would take damage, you may Defend them by rolling your single Awareness die.

### ***Red Zone Abilities***

Emergency Transmutation (Reaction): When hit with an Attack, change to any form before resolving the Attack. Take a minor twist.

Expect the Worst (Defend & Boost Reaction): Whenever you are dealt damage, roll your single Self Transmutation die to Defend against the Attack and Boost yourself.

Know When to Turn Loose (Attack Action): Attack using Radiant and at least one bonus. Use your Max+Mid+Min dice. Destroy all of your bonuses, adding each of them to this Attack first, even if they are exclusive.

### ***Out Ability***

Boost an ally by rolling your single Timeless Mentor die.

### ***Energy Form (Green)***

Awareness D10

Flight D6

Radiant D10

Self Transmutation D8

Transmutation D6

Energy Attack (Attack Action): Attack using Radiant. Use your Max die.

### ***Iron Form (Green)***

Awareness D6

Radiant D6

Self Transmutation D10

Transmutation D8

Vitality D10

Iron Toughness (Inherent): Reduce any physical or energy damage you take by 1 while you are in the *Green* zone, 2 while in the *Yellow* zone, and 3 while in the *Red* zone.

### ***Liquid Form (Yellow)***

Awareness D8

Radiant D6

Self Transmutation D10

Transmutation D10

Vitality D10

Liquid Regeneration (Boost & Recover Action): Boost using Vitality. Recover Health equal to your Min die.