

METAMORPHO
REX MASON



UNIQUE HERO
METAHUMAN
CREATURE
TROUBLED
MEDIUM 5

7 5 4
7 4
300

OUTSIDERS

RAPID SHAPESHIFTING 3

During setup, place 3 Shapeshift Markers on this card. Before activating Metamorpho, you may remove or replace any number of his Shapeshift Markers. Metamorpho has +1 Attack and -1 Move and Range for each Shapeshift Marker on this card..

ELEMENTAL FORMS

Before Metamorpho's attack phase, choose a damage type. Any wounds he inflicts this turn are the chosen type. While this card has exactly:

- 0 Shapeshift Markers, Metamorpho is never in clear sight of non-adjacent enemies and gains Flying and Stealth.
- 1 Shapeshift Marker, Metamorpho may attack twice per normal attack action.
- 2 Shapeshift Markers, when defending against an adjacent normal attack, each excess block inflicts 1 wound on the attacker.
- 3 Shapeshift Markers, if an enemy would move Metamorpho, you may stop that movement.



•Inorganic

Icons for various powers: Radiation, Electricity, Fire, Air, Earth, and a hexagonal icon with 'CG'.