

Villain Name:	Arestalos the Ironbound
Alias:	Gnaeus Hostus Vinicius Corvinus

Approach:	Adaptive
Archetype:	Squad
Upgrade:	Quality Upgrade

Health

Description: A blunt-faced man who looks plebian but speaks like a patrician. Toned muscles with armor constructed like legionary kit but with a very different design.
Arestalos's powers involved changing himself and other things into different substances. Obviously he prefers to make his body metallic and sometimes twists it into weaponry.

Current Health

Powers		Qualities		Status	
Density Control	d10	Creativity	d8	0 other villains	d6
Empowered Armor	d6	Empowered Zealot	d12	1-2 other villains	d8
Shapeshifting	d8	History	d10	3+ other villains	d10
Size-Changing	d8	Science	d10		

Relationships
The fifth Arestalos, this man rules the Balearic nation of Touzum and commands the respect of all the empowered there. Unlike his predecessors, Arestalos seems ready to take on Rome.

Type	Name	Game Text
R	Adapt and Thrive	When Attacked, Defend by rolling your single Density Control die. Also Boost yourself with the result of that die.
A	Commander in the Field	Use an action ability of one of your allies.
A	Toward the Stars, Through Hardship	Take d6 irreducible damage. Increase all your powers by one die size each until the end of the scene.
I	My Allies Are My Strength	Increase damage you deal by the number of nearby non-minion allies.
A	Stay In Formation!	Boost using Empowered Zealot. Boost another target using your Max die, and use your Min die to Defend against all Attacks against you until your next turn.
I	Master of Conquest	As long as you are in command of your own force, automatically succeed at an Overcome involving seizing an area or capturing civilians.