

Name: Renaissance Man

Guglielmo d' Batsoni

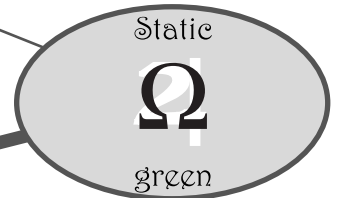
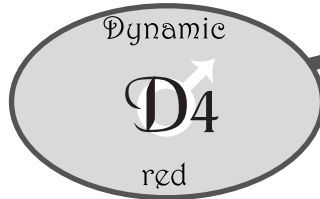
Title: Legends of Justice;
The Perfect Gentleman



Power: HUZZAH
Handsome, Untiring,
Zephyrlike, Zestful,
Articulate, Herculean

Weakness: Inept
Until he transforms,
he is completely useless

Quirk: Height of Fashion
Whenever he transforms, his clothing
is different, and appropriate to whatever
is popular dress



Traits:

Power Stunt: Lucky

things just seem to go right for him

Power Stunt: Dramatic Entrance

when he shifts, it is in a highly dramatic way

Well Read

has read the popular philosophers and poets

Scientific Mind

well versed in theory and practice

Master of the Arts

poet, painter, sculptor, composer

Convincing Casanova

women are captivated by him, and can be easily manipulated

Wordsmith

has a way with words

Perfectly Pious

would never go against the interests of
The Church

Fencing & Fisticuffs

master swordsman and boxer

Acrobatics

amazing feats of dexterity

Spontaneous Exposition

the pen can be mightier than the sword, or in
this case, the tongue can be

Rudimentary Mechanical Knowledge

ability to fix and modify simple machines

Good Timing

knows when to say HUZZAH

Flaws:

Storypath Cards: