

DARK MIDNIGHT



SUMMON SLOTS:

1

ALIGNMENT: DARK

CHARACTER

Undead Court

DEFENSE: 7 DODGE: 4 WILLPOWER: 6

SPECIAL: DARK, SOUL TOKEN, SHIELD

EBON BLADE:

2 vs DEF  

1 SOUL SHIELD:

2 vs WILL  

3 BONE GUARD:

2 vs 7 

5 BONE ARMOR:

 2 vs 7 FA

QUEST
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DARK MIDNIGHT:

THE SOULS OF HER VICTIMS SCREAM FOR THE DEPTHS OF HER SHIELD. A GIFT TO HER FROM THE VAMPIRE QUEEN. HER PRESENCE ON THE BATTLE IS ENOUGH TO INSPIRE FEAR IN THE HEART OF THE ENEMY. IT IS SAID THE ACT OF HER STEALING THE SOULS OF HER ENEMY CAN EVENT SCARE THE STRONGEST OF BRAVE.

QUOTE:

I CAN HEAR YOUR SOUL SCREAMING IN FEAR, I WOULD RUN IF I WERE YOU.



ABILITY DESCRIPTION

SPECIAL:

DARK: DARK MIDNIGHT IS FILLED WITH DARKNESS, ANY HOLY CHARACTER OR UNIT TAKES A **41** TO DAMAGE VS DARK MIDNIGHT

SOUL TOKEN: DARK MIDNIGHT CAN USE BOTH FATE TOKENS AND SOUL TOKENS SHE GENERATES HER SELF FOR HER ABILITIES.

SHIELD: MAY USE A FREE ACTION TO BLOCK ATTACK. (FATE V ATTACK ROLL) IF MEET OR BEAT ATTACK IS BLOCKED.

EBON BLADE:

DARK MIDNIGHT USES HER DARK EBON BLADE AND STRIKES HER TARGET. IF SUCCESSFUL GAIN A SOUL TOKEN.

SOUL SHIELD:

DARK MIDNIGHTS SHIELD IS LIKE NO OTHER. THE SOUL SHIELD CAN DRAIN PARTS OF THE SOUL FROM HER TARGETS, CAUSING PAIN AND ANGUISH. IF HER ATTACK IS SUCCESSFUL DARK MIDNIGHT GAINS A SOUL TOKEN AND DRAINS ONE POINT FROM A UNITS PRIMARY STATS OF HER CHOICE PERMENATLY. THIS CAN BE DONE ONLY ONE TIME PER STAT AND IF THE TARGET IS CLENSED THE EFFECT IS REMOVED. IF A STAT IS REDUCED TO 0 THEN THE UNIT IS REMOVED FROM PLAY. THIS IS A MELEE SKILL BUT CAN BE USED UP TO **3 INCHES** AWAY FROM A TARGET.

BONE GUARD:

USING THE SOUL SHEILD DARK MIDNIGHT IS ABLE TO CALL FORTH SERVENTS OF THE UNDEAD. SHE CAN SUMMON UP TO **2 BONE SOLIDERS** TO BE HER PERSONAL GUARDS. THESE BONE SOLIDERS MUST STAY WITHIN **3 INCHES** OF HER AT ALL TIME AND TAKE ANY AND ALL DAMAGE FIRST BEFORE HER, EVEN IF SHE IS THE INTENDED TARGET. NO MATTER IF THEY ARE **3 INCHES** AWAY, THIS INCLUDES MELEE. IF DARK MIDNIGHT IS IN MELEE THE BONE GUARDS ARE AUTOMATICLY MOVED TO MELEE COMBAT. ALL BOUNSES FOR OUT NUMBER TARGET ARE IN EFFECT. **ABILITY HAS ONE ROUND COOL DOWN.**

BONE ARMOR:

DARK MIDNIGHT SACRIFICES HER BONE GUARDS TO ENHANCE HER OWN ARMOR. ONE OR BOTH GUARDS ARE SACRIFICED GIVING DARK MIDNIGHT **1 POINT** OF ARMOR FOR EACH SACRIFICED BONE GUARD. IN ADDITION TO ONE BONE SHARD THAT CAN BE USED AS A RANGED ATTACK WITH A **10 INCH RANGE (FATE V DOD) MED DAMAGE** PER BONE GUARD FOR A MAX OF TWO BONE SHARDS. THE EFFECT LASTS TILL DARK MIDNIGHT IS DESTROYED. CAN ONLY BE USED ONCE PER GAME.

MINIATURE INFO:

LINE: SUPER CHIBI QUEST

SCALE: 30MM

BASE SIZE: 25MM

SKIN: DEFAULT

