

# Sam

## Overview

**Role:** Sam is a **Tank Character** who protects the Mage Guild through enemy control and multi-target lockdown rather than traditional defensive techniques.

Sam is a Mimic—an unusual magical creature resembling a treasure chest until the enormous mouth, teeth, tongue, and grasping appendages reveal otherwise. Nobody is entirely certain where Sam came from, how old he is, or why he has chosen to accompany the Mage Guild.

What the Guild does know is that Sam is remarkably protective of those he considers his friends.

Unlike Midnight, Sam does not protect allies by intercepting incoming attacks. Instead, he grabs enemies, pulls them away from vulnerable companions, and refuses to let them escape. Sam can hold multiple opponents simultaneously, becoming an immovable obstacle that forces the enemy to either fight their way free or deal with Sam directly.

Sam likes treasure.

Sam likes being fed.

And Sam really doesn't like anyone touching his friends.

## Core Information

**Summon Points:** 1 (*Character*)

**Alignment:** Grey

**Affiliation:** Mage Guild

## Keywords

- Character
- Mage Guild
- Tank
- Mimic

## Statistics

- **Health:** 7
- **Armor:** 3
- **Speed:** 4
- **Defense:** 6

- **Dodge:** 4
- **Willpower:** 9

## Special Rules

### Possessive

Sam has a very simple understanding of ownership.

If Sam catches something, **it belongs to Sam**.

Whenever an enemy unit becomes engaged in Melee Combat with Sam, that enemy becomes **Caught**.

While Caught:

- The enemy cannot voluntarily leave Melee Combat with Sam through normal movement.
- Unlike normal Melee Lock, **Caught persists between rounds**.
- The enemy remains Caught for as long as it remains legally engaged in Melee Combat with Sam.
- Abilities that specifically allow a unit to **teleport, disengage, or otherwise escape Melee Combat** may still be used normally unless another Sam ability specifically states otherwise.

### Escaping Sam

A Caught enemy may use its activation to attempt to escape Sam.

Make a:

#### Fate vs. 7

On a success:

- The unit is no longer Caught.
- It may immediately move up to **3" away from Sam**.
- This movement does not trigger effects caused by leaving Melee Combat.

On a failure:

- The unit remains **Caught**.
- Its activation immediately ends.

### Multiple Caught Units

Sam may have **multiple enemy units Caught at the same time**.

There is no limit to the number of enemy units Sam may have Caught, provided every Caught unit is **legally engaged in Melee Combat with Sam**.

Each Caught enemy is treated separately for purposes of escaping and other effects.

## **Sam Doesn't Share**

While Sam has **one or more enemy units Caught**:

- Sam's **Speed becomes 0**.
- Sam cannot Walk, Run, Charge, or perform other voluntary movement.
- Sam may continue attacking and using Abilities normally.
- Sam may specifically continue using **MINE!** to collect additional enemy units.
- Using an Ability does not release any enemy Sam already has Caught.

As soon as Sam has **no Caught enemies remaining**, his Speed returns to its normal value of **4**.

# **Abilities**

## **Chomp**

- **Type:** Melee (M)
- **Mechanic:** Fate vs. Defense
- **Damage:** Light Damage

Sam opens his enormous mouth and demonstrates exactly why reaching into an unattended treasure chest is generally considered a poor life decision.

## **Special Rules**

- If Chomp deals damage, gain **1 Fate Token**.
- Sam may generate a maximum of **1 Fate Token each round** from Chomp.

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## **MINE!**

- **Type:** Special Ability (SA)
- **Cost:** 1 Fate Token
- **Range:** 6"
- **Mechanic:** Fate vs. Dodge
- **Damage:** None

Sam suddenly lashes out with his enormous tongue, wrapping it around an unfortunate enemy and dragging his newest possession directly toward himself.

Choose one enemy unit within **6"**.

On a successful roll, pull the target directly toward Sam until it enters Melee Combat with him.

### Special Rules

- MINE! deals **no damage**.
- MINE! may target an enemy that is already engaged in **Melee Combat with another unit**.
- If successful, the target is pulled out of its current Melee Combat and toward Sam.
- Leaving Melee Combat because of MINE! does not trigger effects associated with voluntarily leaving Melee Combat.
- The target must travel along the most direct legal path toward Sam.
- The target cannot be pulled through impassable terrain or other obstacles it could not normally move through.
- If the target cannot reach Sam, move it as far toward Sam as legally possible.
- If the target reaches Melee Combat with Sam, it immediately becomes **Caught** through Possessive.
- Sam may use **MINE! while already engaged in Melee Combat**.
- Sam may use MINE! while he already has **one or more enemy units Caught**.
- Sam may **forgo making a Melee attack** against his currently engaged enemies and instead use MINE! against another eligible target.
- Using MINE! does **not release any units Sam currently has Caught**.
- Sam may therefore use MINE! to add additional enemies to an existing group of Caught units.
- MINE! does not generate Fate Tokens.

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### NOT YOURS!

- **Type:** Special Ability (SA)
- **Cost:** 3 Fate Tokens
- **Range:** Self
- **Duration:** Until the start of Sam's next activation

Someone has apparently misunderstood the concept of ownership.

Sam tightens his grasp around everything he has collected, wrapping tongues, tendrils, teeth, and whatever other unpleasant Mimic anatomy happens to be available around his possessions.

Until the start of Sam's next activation, the normal escape difficulty for **every enemy currently Caught by Sam** increases from:

## Fate vs. 7

to:

## Fate vs. 9

### Special Rules

- NOT YOURS! affects **all enemy units currently Caught by Sam**.
  - Each Caught enemy still makes its own individual escape attempt.
  - If an enemy becomes Caught by Sam after NOT YOURS! has been activated, that enemy is also affected for the remaining duration.
  - Abilities that specifically allow a unit to teleport, disengage, or otherwise escape Melee Combat may still function normally.
  - NOT YOURS! deals no damage.
  - NOT YOURS! does not generate Fate Tokens.
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## EVERYTHING IS MINE!

- **Type:** Ultimate
- **Cost:** 5 Fate Tokens
- **Range:** Self
- **Duration:** Until the start of Sam's next activation

Sam's monstrous form erupts outward as his chest opens impossibly wide. Tongues, teeth, and grasping tendrils tighten around everything unfortunate enough to have become part of Sam's collection.

For the duration of EVERYTHING IS MINE!, every enemy currently **Caught by Sam** is affected.

### No Escape

Affected enemies **cannot make the normal Possessive escape attempt** while EVERYTHING IS MINE! is active.

Abilities that specifically allow a unit to **teleport, disengage, or otherwise escape Melee Combat** may still be used.

### Hoarded Protection

Sam gains **+1 Armor for each enemy unit he currently has Caught**, to a maximum of **+3 Armor**.

Therefore:

- **1 Caught enemy:** +1 Armor
- **2 Caught enemies:** +2 Armor
- **3 or more Caught enemies:** +3 Armor

This bonus changes immediately if the number of enemies Sam has Caught changes.

## Special Rules

- If another enemy becomes Caught after **EVERYTHING IS MINE!** has been activated, that enemy immediately becomes affected by the Ultimate.
- Newly Caught enemies also count when determining Sam's Armor bonus.
- If an enemy escapes through an eligible Ability or otherwise ceases to be Caught, immediately recalculate Sam's Armor bonus.
- **EVERYTHING IS MINE!** deals **no damage**.
- **EVERYTHING IS MINE!** does not generate Fate Tokens.

# Tactics and Strategies

Sam represents the **Control Tank** side of the Mage Guild's Holy Trinity.

Unlike Midnight, Sam is relatively easy to hit. His **Defense 6 and Dodge 4** provide little protection against determined attackers. Instead, **Health 7 and Armor 3** allow him to absorb considerable punishment once enemies begin attacking him.

His exceptional **Willpower 9** also makes Sam unusually resistant to attacks and effects directed against the mind.

Sam's real defensive power, however, comes from **Possessive**.

Once an enemy becomes engaged with Sam, it becomes Caught and cannot simply walk away during a later round. The opponent must either fight Sam, spend an activation attempting to escape, or use an Ability specifically capable of escaping Melee Combat.

Importantly, **Sam can hold multiple enemies simultaneously**. The more opponents he collects, the more of the enemy force he prevents from reaching the vulnerable members of the Mage Guild.

**Chomp** is Sam's straightforward basic attack and primary Fate generator. Sam is a Tank rather than a dedicated damage dealer, so Chomp provides consistent Light Damage without turning him into an offensive powerhouse.

**MINE!** is one of Sam's most important Tank tools. Rather than waiting for enemies to engage him, Sam can pull an enemy into his Melee Combat and immediately make that unit Caught.

MINE! can even pull an enemy **out of Melee Combat with one of Sam's allies**, allowing him to peel dangerous attackers away from vulnerable Support or DPS Characters.

Sam may continue using MINE! while already holding other enemies. This allows him to gradually collect multiple threats around himself.

The tradeoff is significant: **once Sam possesses at least one enemy, Sam cannot voluntarily move**. Positioning Sam before he begins collecting opponents is therefore extremely important.

**NOT YOURS!** strengthens Sam's control over everything he has collected. Raising the normal escape difficulty from 7 to 9 forces opponents to decide whether attempting to escape is worth risking an entire activation.

**EVERYTHING IS MINE!** is the ultimate expression of Sam's Tanking style. Normal escape attempts temporarily become impossible, while every enemy Sam holds makes his body increasingly difficult to damage. With three or more enemies Caught, Sam temporarily reaches **Armor 6**.

This leaves the opposing player with a difficult decision:

Use specialized abilities to escape.

Try to destroy Sam.

Or accept that several members of their team are currently occupied fighting a treasure chest.

Midknight protects her companions by standing between them and danger.

Sam has developed another solution.

**He keeps the danger for himself.**