

Midknight

Overview

Role: Midknight is a dedicated **Tank Character** and the defensive anchor of a Mage Guild party. Clad in heavy armor and carrying a shield, Midknight is built to stand between her more vulnerable companions and anything attempting to reach them.

Her durability alone does not define her as a Tank. Midknight's greatest strength is her ability to **use that durability on behalf of others**. She can disrupt enemies with her shield, rush to the aid of threatened companions, take over dangerous engagements, and temporarily extend her protection across the entire party.

Midknight does not possess the overwhelming offensive power of the Mage Guild's DPS Characters. Instead, she creates the safety and battlefield stability those Characters need to perform their roles.

Core Information

Summon Points: 1 (*Character*)

Alignment: Light

Affiliation: Mage Guild

Keywords

- Character
- Mage Guild
- Tank

Statistics

- **Health:** 6
- **Armor:** 3
- **Speed:** 5
- **Defense:** 8
- **Dodge:** 5
- **Willpower:** 6

Universal Rules

Midknight gains the following Universal Rule:

- **Shield**

(See Universal Rules.)

Midnight uses the normal Shield Universal Rule. Any additional interactions with Shield are specifically described by her abilities below.

Abilities

Gauntlet Blade

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

A razor-sharp blade concealed within Midnight's armored gauntlet snaps forward with exceptional speed, striking before her opponent has time to properly react.

Unlike most conventional melee weapons, the speed of the Gauntlet Blade requires opponents to evade the attack rather than simply defend against it.

Special Rules

- Gauntlet Blade rolls against **Dodge instead of Defense**.
 - If Gauntlet Blade deals damage, gain **1 Fate Token**.
 - Midnight may generate a maximum of **1 Fate Token each round** from Gauntlet Blade.
-

Shield Slam

- **Type:** Melee (M)
- **Cost:** 1 Fate Token
- **Mechanic:** Fate vs. Defense
- **Damage:** Light Damage

Midnight drives her shield violently into an opponent, using the weight of her armor and shield to knock the enemy off balance and disrupt their advance.

On a successful attack, Shield Slam deals **Light Damage**.

Special Rules

- If Shield Slam deals damage, the target becomes **Staggered**.
- Shield Slam requires Midnight to possess a **Shield**.
- Shield Slam does not generate Fate Tokens.

Shield of Valor

- **Type:** Interrupt
- **Cost:** 3 Fate Tokens
- **Range:** 6"
- **Mechanic:** Fate vs. 6

When one of her companions comes under attack, Midnight charges forward without hesitation, forcing herself between her ally and the enemy.

When a friendly **Mage Guild Character within 6"** is targeted by an enemy attack, Midnight may declare Shield of Valor **before the attack roll is made**.

On a successful Fate vs. 6 roll:

- Immediately move Midnight up to **6" toward the targeted Character**.
- Midnight must end this movement adjacent to the friendly Character.
- Move the protected Character the minimum distance necessary to place **Midnight between that Character and the attacker**.
- The enemy's attack is redirected from the original target to **Midnight**.
- Resolve the attack using Midnight's statistics and abilities.
- If the attacker was engaged in Melee Combat with the protected Character, Midnight **takes over that Melee engagement**.
- The protected Character is no longer locked in Melee Combat by that attacker.
- Movement caused by Shield of Valor does not trigger effects caused by leaving Melee Combat.
- Midnight may use her normal **Shield** Universal Rule against the redirected attack if she still has a Shield use available.
- Midnight may use Shield of Valor even if she has **already activated during the round**.
- Shield of Valor does **not** count as Midnight's activation.
- Shield of Valor does not generate Fate Tokens.

Restriction

Midnight must be capable of legally reaching a position between the attacker and the protected Character using the movement granted by Shield of Valor.

Midnight cannot move through impassable terrain or otherwise ignore normal movement restrictions while using Shield of Valor.

Shield of the Hero

- **Type:** Ultimate
- **Cost:** 5 Fate Tokens
- **Range:** 6" Aura
- **Duration:** Until the end of the round

Midnight plants herself firmly on the battlefield and raises her shield, becoming the unbreakable center of the Mage Guild's defense. Those fighting beside her rally behind her protection as Midnight turns aside attacks meant for her companions.

While Shield of the Hero is active, Midnight and all friendly **Mage Guild Characters within 6"** gain its protection.

Each protected Character may use the **Shield Universal Rule once during the round**, even if that Character does not normally possess a Shield.

Special Rules

- Shield attempts granted by Shield of the Hero follow all normal rules for **Shield**.
- A Character does **not** need to physically possess a Shield to use the Shield attempt granted by this Ultimate.
- Each Character may receive a maximum of **one additional Shield attempt** from Shield of the Hero during the round.
- A Character that already possesses the Shield Universal Rule retains its normal Shield use separately.
- Midnight may use the additional Shield attempt granted by Shield of the Hero in addition to any normal Shield use she still has available.
- Shield attempts granted by Shield of the Hero cost **no Fate Tokens**.
- A Character must remain within **6" of Midnight** to benefit from Shield of the Hero.
- If a Character leaves the 6" Aura, it immediately loses the protection.
- If that Character later re-enters the Aura, it may benefit from Shield of the Hero again only if it has **not already used** its additional Shield attempt that round.
- If Midnight becomes **Incapacitated or Destroyed**, Shield of the Hero immediately ends.
- Shield of the Hero does not generate Fate Tokens.

Tactics and Strategies

Midnight represents the classic **Tank** component of the Mage Guild's Holy Trinity.

Her **Health 6, Armor 3, and Defense 8** make her considerably more durable against conventional attacks than the Mage Guild's vulnerable DPS and Support Characters. Her weaknesses are her relatively low Dodge and moderate Willpower, giving opponents alternative ways of dealing with her rather than attempting to overpower her strongest defense.

Gauntlet Blade provides Midnight with a reliable Fate generator. Its unusual speed causes it to target Dodge rather than Defense, giving Midnight a distinctive offensive option without turning her into a heavy damage dealer.

Shield Slam converts Midnight's defensive equipment into battlefield control. Although it deals only Light Damage, successfully damaging an enemy leaves that opponent Staggered, allowing Midnight to disrupt threats rather than simply trying to destroy them.

Shield of Valor defines Midnight's role as a protector. Her durability means considerably more when she can place that durability between an enemy and a vulnerable ally. When a Mage Guild Character is threatened, Midnight can rush forward, remove that Character from the engagement, and force the enemy to deal with her instead.

Shield of the Hero expands that protection across the party. Characters that normally possess no Shield—including the Mage Guild's vulnerable Armor 0 Characters—temporarily gain the opportunity to completely turn aside an incoming attack while remaining near Midnight.

This makes positioning around Midnight extremely important. A Mage Guild party gathered around its Tank becomes substantially harder to break, but spreading too far apart sacrifices that protection.

Midnight demonstrates the fundamental difference between being **durable** and being a **Tank**.

A durable Character is difficult to kill.

Midnight makes everyone else difficult to kill.