

MIDNIGHTER
LUCAS TRENT

AUTHORITY



UNIQUE HERO
METAHUMAN
OPERATIVE
VIOLENT
MEDIUM 5



PREDICTIVE COMBAT

When Midnighter targets a figure that is not Insane for an adjacent normal attack, roll a d20, adding 4 to the roll if the target moved or attacked this round.

- On a 6+, Midnighter has +1 hit, and
- On a 16+, the target has -1 shield, and
- On a 21+, the target cannot use any abilities when defending against this attack.

COMPUTED RESPONSE

When defending against an attack from a figure within clear sight that is not Insane, all blanks count as blocks. When defending against an adjacent attack, the attacker takes 1 wound for each excess block.

BRUTALITY BOOST

While Midnighter is engaged, allied Operatives and figures in the Authority faction have +1 Move and an allied *Andrew Pulaski* has +1 Attack.

WILDSTORM

