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Mikodimus Plissken

Mikodimus Plissken is a PC played by SpaceEye.

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Male
Human-Sage
Independent
Bounty Hunter
N/A

Physical Appearance

Mikodimus is a tall man at 6'4" tall. His long black hair hangs down to shoulder length. He is a well built man with little to no fat on his body. He weighs at least 230 pounds and is able to bench press twice his weight. On most days he has 5 o'clock shadow going on. He is rarely clean shaven. He has a deep voice that he uses to impose his will on those around him. His blue eyes look as cold as ice.

Biography

Mikodimus has ties to the Order Of Terra thanks to his father. One would think being raised in a knightly household would mean a good life but that is far from the truth. Growing up Miko was abused by his father and buddies. Said it would make him strong and be a proud knight of Terra. In truth all his father did was talk about the myths and legends of times past as if he was worth anything. As he grew older he had doubts his old man was ever a knight and just used this to get what he wanted from people.

It was not long after turning 16 that Miko decided to walk a new path. As was usual his father was beating his mom during one of his drunken benders. Something in Miko snapped and he killed his father. He had been looking at a mechanical pencil and wished nothing more than to stab his father through the eye with it. His body was later found having been stabbed through the eye. This was the first time his powers manifested themselves.

After this incident he was taken to a hospital for reeducation they called it. In truth it was nothing more than a torture lab designed to force kids with issues to reform. He spent the next 4 years in this place and got exceedingly good at being much like his father. He was feared and had no issue beating someone to within an inch of life. His daily shock therapy and isolation started to turn into a game of how long he could endure. As he neared his 21st birthday word got to him that his mother was dying. Dead set on seeing her before she passed he walked right out the front door of the hospital. It was never discovered how the place was destroyed and all records on Miko had been purged from the systems.

As he stayed by her side till her last days he had come to reflect on all the suffering he had been a part of. The last advice given to him by her was "Be the knight your father never was. Depend on yourself and abilities to get you through the day. Bring justice to those who need it and punish those who deserve it." To this day he still carries the locket which houses her picture.

From that day forward Miko decided to walk a better path in life. He signed up to be a bounty hunter and for the next 5 years honed his skills at capturing every mark given to him. While the anger was still within him he did his best to contain that evil. Only to use it when in the most dire of situations.

Abilities/Skills

- Vector Transformation(Vector Change and Vector Conversion): This power has the ability to control vectors both magnitude and direction. This allows the user to influence objects that have vectors such as bullets, heat, and electricity. This ability is both passive and active. The downside to this ability is that it requires a large amount of calculation ability of the user to control. Even a slight miscalculation can cause the active ability to fail. Due to the strain this puts on the mind of the user it can not be used for extended lengths of time.
- 1. **Redirection or Reflection**: This is a passive ability that is a byproduct of his powers. This field will redirect any vector away from the user. This is not an absolute defense as anything without a vector or is simply too many vectors will overcome this field.
- 2. **Vector Push**: This is the active ability of this power. It allows the user to touch any object and change its vectors magnitude and direction. For example a simple rock can be given the vector of a bullet turning it into a projectile.

Items

- Locket with a picture of his mother in it.
- Bag of pellets
- A single mechanical pencil
- Long sword
- Tower shield
- 50 Cal handgun
- Belt with 8 daggers

OOC Notes

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