

The Enforcer

There are two types of people left in the world. Those who flinch, and those who don't. To be an Enforcer, you must belong to the latter. Yours is a complex role: part street fighter, part intimidation artist, part ruffian, part bodyguard.

Like your brother in spirit the Warrior, your primary motivation is often to protect your associates from harm, and you take enormous pride in your ability to do so. Unlike other martial roles, you prefer to do this without the use of physical force. Instead, you believe the best way to win a fight is to end it before it goes too far, or even before it begins at all. You favor very simple weapons or even none at all. Indeed, you view your greatest weapon as that of your very presence and the intimidation you impose upon others. Causing your opponent to doubt himself gives you the advantage should you need to employ the violence you wish to avoid. You are an Enforcer!



Talents Unique to Enforcer Role

Iron Fists: Your unarmed attacks are especially damaging. Ouch!

Mean Streak: You are even more intimidating than other Enforcers.

Barge Through: You can power your way through obstacles others must dance around.

MOVE

STRENGTH

INTIMIDATE!

Everyone who knows you knows you're bad news. Often you don't even need to hit anyone to make them back off or get your point across. You know exactly which buttons to push to subdue or provoke them. Use Intimidate when you wish to use your sheer physical presence to get someone to do what you want. (Your bargaining position still applies)

This move is often superior to Manipulate because it uses Strength and is NOT an Opposed roll – unless of course your target is also an Enforcer. In that case... let the stare down begin!

Failure: Your target won't be pushed around by a bully like you. He might attack you instantly or save his reprisal for a more favorable time. *You lose Momentum.*

Success: Your target must choose: Either attack you right now OR Bow to your will. **(GM)**

STUNTS

Extra successes allow you to pick from choices below:

- You strike true fear into your target's heart. He suffers one point of **Doubt** for every additional success you roll on top of the first. The move functions like a Social Attack against your target's morale. If you manage to Break his **Empathy**, he is forced to yield with no chance of attacking you.
- Additional targets around your specific target are faced with the same option as the **Success** result above. For each additional success on top of the first, you add another target who is intimidated.
- Additional successes can be applied to the length of time your target is intimidated by you. Instead of the effect passing after a minute, it can be extended per stunt point added. See below.
 - 1 success: 1 Minute
 - 2 successes: 1 Scene
 - 3 successes: 1 Day
 - 4 successes: 1 Week