

Enforcer

Level	8	AGL	8
Size	Large	CHA	12
Initiative Bonus	+1	CON	N/A
Grouping	1d4	END	N/A
Aggressiveness	Variable	INT	12
Movement	20'	OBS	16
Treasure	1d12	STR	20
		WIS	12

Attack skills / Weapon	Bonus	Damage	Rate	Range	TL
Punch	+0	2d4+5		1	5
Kick		2d6+5			
Weapon 1	+4	Variable	Variable	Variable	Variable
Weapon 2	+2	Variable	Variable	Variable	Variable

Territory & Description:

To an untrained eye, Enforcers look like large robots bristling with weapons. While most of this is certainly true, Enforcers are actually much more complex. They are indeed the ultimate cyborg. They have human brains that have been inserted into an armored chassis. This gives the enforcers all the benefits of having a body that is impervious to illness, highly armored and stocked with the best weapons systems Megalopolis has to offer, while giving it free and creative thought. Together those traits make a virtually unstoppable machine.

Enforcers were originally designed by Divine Technology Associates, Inc. as a military weapon, but the design was quickly picked up by police agencies and even some private companies to provide security. Living people volunteered to become one of these machines for a period of several years. While they are working in the machines, their bodies are held in status in cryogenic chambers. Once their contracts are up they will be reunited with their bodies. In some cases, however, their bodies have been destroyed, or they were killed in their birth world and arrived in Valhalla inside their armored machines.

Since Enforcers have free wills they can be used as player characters, but more often show up as NPC's. The GM must determine what the Enforcer is hired to do and then treat it like any other character.

Their major weakness is the fact that they are machines and cannot exist for very long outside of a high tech level area. As soon as they move into a Tech Zone lower than a 7 they will be required to make a Tech Roll to determine if they are still able to function. If they fail then the Enforcer will shutdown completely. This also means that the computers that are keeping a system of blood-flow to their living brains will also fail and the brain inside will die within 1d6+2 minutes. Returning the enforcer to a higher tech zone in this time may save the brain, but it is rare that such a rescue is possible.

Another drawback is that enforcers cannot naturally heal damaged armor. They require new armor to be specially applied by a character with the technical know-how to do it. The same can be said for repairing damaged body parts. Should the enforcer find itself away from areas that have this type of equipment, then it will be forced to survive as is until it can find respite. Please note, however, that since most Enforcers work for law enforcement or private businesses, contracts generally keep them in good repair.

Special Abilities:

Enforcers have a number of advantages including being able to see in the white light spectrum as well as in Infrared and Ultraviolet light. Whatever they see can be recorded and viewed by others. Thus their memory can be used as evidence in court. Since they have no CON they will never need to make a CON roll when they take damage. They have both internal and external armor. Once all of their internal armor is destroyed that section of the body is also destroyed and the Enforcer must replace that part of its body.

They have a very advanced weapons system which allows them to attach a variety of weapons to their chassis. Most often these will include one energy weapon and one gunpowder weapon, but the choice is really up to the Enforcer and what is available to it. (Specially made melee weapons have even been created for enforcers.)

Finally, they also have a targeting computer and built in scope that acts like a 2-10x magnification scope with laser sighting. As with other types of laser sighting, this device will give the enforcer a +8 hit bonus whenever he is able to see the laser dot. See the core rule book for additional information.

Enforcer 1		Current CON	N/A	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
		Current END	N/A	Plasma Rifle	+4	5d6	1/2	8 / 83 / 240 / 571 / 750	7
				Battle Axe	+2	2d8+8	1/4	1	1

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (Abs 4/All)	20	20	20	20	20	20	20
Body	16	48	32	24	24	40	40

Enforcer 2		Current CON	N/A	Weapon	Bonus	Damage	Rate	Range	Tech Level
		Current END	N/A	DA Sniper Rifle	+4	3d6	2/3	12 / 132 / 312 / 612 / 912 / 1200	5
				Battle Axe	+2	2d8+8	1/4	1	1

Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)
Armor (Abs 4/All)	20	20	20	20	20	20	20
Body	16	48	32	24	24	40	40

Enforcer 3	Current CON	N/A	Weapon	Bonus	Damage	Rate	Range	TL
	Current END	N/A	Med. Machine Gun	+4	2d10+2(d8)	1/2B	7 / 75 / 217 / 366 / 515 / 675	5
			War Hammer	+2	2d8+5	1/4	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)	
Armor (Abs 4/All)	20	20	20	20	20	20	20	
Body	16	48	32	24	24	40	40	

Enforcer 4	Current CON	N/A	Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	N/A	Photon Accelerator	+4	4d10	1/3	10 / 110 / 320 / 540 / 760 / 1000	7
			Battle Axe	+2	2d8+8	1/4	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)	
Armor (Abs 4/All)	20	20	20	20	20	20	20	
Body	16	48	32	24	24	40	40	

Enforcer 5	Current CON	N/A	Weapon	Bonus	Damage	Rate	Range	TL
	Current END	N/A	Med. Machine Gun	+4	2d10+2(d8)	1/2B	7 / 75 / 217 / 366 / 515 / 675	5
			Short Sword	+2	1d10+5	2/3	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)	
Armor (Abs 4/All)	20	20	20	20	20	20	20	
Body	16	48	32	24	24	40	40	

Enforcer 6	Current CON	N/A	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	N/A	Plasma Rifle	+4	5d6	1/2	8 / 83 / 240 / 571 / 750	7
			Battle Axe	+2	2d8+8	1/4	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)	
Armor (Abs 4/All)	20	20	20	20	20	20	20	
Body	16	48	32	24	24	40	40	

Enforcer 7	Current CON	N/A	Weapon	Bonus	Damage	Rate	Range	Tech Level
	Current END	N/A	Plasma Rifle	+4	5d6	1/2	8 / 83 / 240 / 571 / 750	7
			Battle Axe	+2	2d8+8	1/4	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)	
Armor (Abs 4/All)	20	20	20	20	20	20	20	
Body	16	48	32	24	24	40	40	