



ENFORCER

The term “Enforcer” is used throughout *Urban Decay* to describe the ruthless lawmen who have come to uphold the edicts of the city Mayors, and maintain the fragile hold of law and order whatever the cost. However, Metropolis Rho is not alone in having a dedicated force of protectors; other technologically advanced communities in the wasteland could, conceivably, have “policemen” or “lawmen”.

The Enforcer is different than the standard community *Guardian* in many ways, not the least of

TABLE 1-4: THE ENFORCER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+1	+1	+0	Uniformed Fighter, Riot Formation	+1	+0
2nd	+2	+2	+2	+0	Enforcer Sense +1	+1	+0
3rd	+3	+2	+2	+1	Bonus Feat	+2	+0
4th	+4	+2	+2	+1	Armored Fighter	+2	+1
5th	+5	+3	+3	+1	Enforcer Sense +2	+3	+1
6th	+6	+3	+3	+2	Bonus Feat	+3	+1
7th	+7	+4	+4	+2	Fearless	+4	+2
8th	+8	+4	+4	+2	Enforcer Sense +3	+4	+2
9th	+9	+4	+4	+3	Bonus Feat	+5	+2
10th	+10	+5	+5	+3	Intimidating	+5	+3

which are his emphasis on intimidation to enforce order and his effectiveness when working with other Enforcers as a cohesive unit. While the typical Guardian is by himself a powerful defender of his community, the Enforcer gains even greater strength when operating in numbers.

The *Enforcer* advanced class is only open to characters of more advanced communities, where the concept of a dedicated police force is more likely to have been preserved since the time of the Fall. More primitive communities typically use *Guardians* to enforce the peace, and lack the morale and strict training of these more elite fighters.

REQUIREMENTS

To become an Enforcer, a character must fulfill the following criteria.

Background: Degenerate, Visionary Reinventor, Resurrector, Guardian, Hedonist, and Advanced only.

Base Attack Bonus: +3.

Feats: Personal Firearms Proficiency or Futuristic Firearms Proficiency.

Skills: Intimidate 3 ranks.

Special: One Allegiance (to a community or organization).

CLASS INFORMATION

The following information pertains to the Enforcer advanced class.

Hit Dice: 1d10.

Action Points: 6 + one half the character’s class level, rounded down.

Class Skills: The Enforcer’s class skills are: Drive (Dex), Intimidate (Cha), Knowledge (ancient lore) (Int), Knowledge (streetwise) (Int), Sense Motive (Wis), Treat Injury (Wis).

Skill Points at Each Level: 3 + Int modifier.

CLASS FEATURES

The following features pertain to the Enforcer advanced class.

Bonus Feats: The Enforcer receives a bonus feat at 3rd, 6th, and 9th levels. The feat must be selected from the following list, and the character must meet the prerequisites to select it: Attentive, Combat Driving, Confident, Drive-By Attack, Force Stop, Frightful Presence, Point Blank Shot, Power Attack, Renown, Room-Broom, Suppressive Fire, Vehicle Dodge, Vehicle Expert, Weapon Focus.

Uniformed Fighter: Ever since the chaotic and crime-ridden twilight of the Ancients, Enforcers

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have been trained to operate in body armor at all times. An Enforcer is considered to be proficient in whatever armor is the standard for his community's defense forces. Note that he does not gain the actual associated Armor Proficiency feat, and he does not benefit from a different type of armor even if it is of the same general category (light, medium, or heavy).

If the Enforcer already possesses the Armor Proficiency feat (medium), he gains a +1 expertise bonus to his defense when wearing Enforcer Armor.

Riot Formation: While a lone Enforcer is often intimidating, a group of Enforcers working together can be terrifying. When more than one Enforcer is present in a situation, all allied Enforcers double their requisite statistic bonus (Charisma or Strength) when determining the results of Intimidate checks.

Enforcer Sense: An Enforcer's training continues well after the academy. Soon after hitting the streets he quickly develops his sixth sense - or else he becomes just another rookie killed in the line of duty. At 2nd level the Enforcer receives a +1 bonus to Initiative rolls. This bonus increases to +2 at 5th level, and +3 at 8th level. This stacks with all other bonuses that modify the character's Initiative.

In addition, if an allied Enforcer with a higher *Danger Sense* bonus is within 30 feet of the character, the character may use that bonus instead of his own.

Armored Fighter: At 4th level the Enforcer gains a +1 deflection bonus to Defense when wearing the standard armor of his community's defense forces.

Fearless: At 8th level the Enforcer is seldom shaken by criminal elements of any kind. Once per day the Enforcer may re-roll a failed saving throw against any fear-based ability or effect (such as *Bloodthirsty Cry*, *Horrifying Kill*, *Death Cry*, or the Ganger's "Cold As Ice" ability), but he must accept the results of the second roll.

Intimidating: At 10th the Enforcer can attempt to demoralize an opponent with an Intimidate check as a free action (normally intimidating an opponent in combat is a standard action).



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In the 23rd century the world is a devastated ruin of rubble and radiation.

200 years ago mankind all but destroyed itself in a fiery conflagration that wiped the monuments of the human race completely from the face of the earth. Gone are the great cities, the super highways, and the industry that propelled humanity to its greatness - and ultimate fall.

The world is a desolate wasteland.

In this dark future only one last enclave of life remains, the ruins of a once-great domed city sitting in the middle of the wastes. One of many domed cities constructed during the time of the Ancients to house the world's ever-increasing population, it is a true metropolis...and your home. Here the last holdouts of the human race cling to survival within the boundaries of the city, protected from the mindless mutated creatures that are said to dwell beyond the walls by the "Barrier", a great killing zone erected long ago by the ancestors of your people to keep the city isolated from the rest of the world. As the last remnants of humanity died out, the Barrier's minefields, automated turrets, and other devious traps kept desperate killers and mutants from destroying what your ancestors had so carefully preserved:

Civilization. The seed of humanity.