

Mists & Memory

ENFORCER PLAYBOOK

Name _____

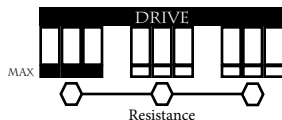
Agency _____

Why did you join the Agency? _____

Species _____

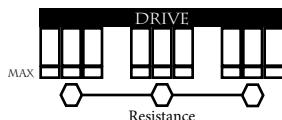
Species Specials _____

NERVE



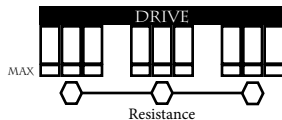
- ◆ MOVE ● ○ ○ *run, dodge, navigate*
- ◆ STRIKE ● ● ○ *punch, break, knock down*
- ◆ CONTROL ○ ○ ○ *drive, shoot, finesse*

CUNNING



- ◆ SWAY ○ ○ ○ *convince, command, consort*
- ◆ READ ○ ○ ○ *interpret body language, spot lies, gather motives*
- ◆ HIDE ● ○ ○ *sneak, distract, sleight of hand*

INTUITION



- ◆ SURVEY ● ○ ○ *search, track, spot*
- ◆ FOCUS ○ ○ ○ *inspect, analyze, remember*
- ◆ CHANNEL ○ ○ ○ *attune, cast, reveal*

Spheres of magic: _____

Burn a resistance to reroll a number of dice equal to your action rating or a consequence.

EQUIPMENT

- brass knuckles
- fine weapon
- a rifle
- a two-handed weapon
- reference book
- a blade or two
- a pistol
- heavy armor ○ ○ ○
- climbing gear
- wrecking gear
- a small mirror
- flashlight
- _____

You are a fearless combatant that knows how to throw yourself into danger and emerge unscathed. Your primary drive is Nerve, and your abilities are focused on endurance and confronting danger.

KEYS

Face Danger ◆ Intimidate Someone ◆ Track a Bounty

MUSCLE ABILITIES

- **Brace for Impact:** When you should take a Body mark, you may instead burn 1 Nerve resistance to soak it.
- **Face Me Instead:** Roll Move to stand in front of an ally that was about to take a mark from danger. On a 4-5, you take the mark instead. On a 6, you manage to soak a mark. On a 3 or less, you may spend 1 Nerve to take the 4-5 result instead.
- **Grit Through the Pain:** For each mark you take, you may immediately refresh a drive point of your choice.

ENFORCER ABILITIES

- **Rub Some Dirt On It:** Weakness will not be tolerated when you can just walk it off. Once per case, you can show others how to endure and push through, refreshing 1 Nerve for everyone in your agency.
- **That All You Got?:** Whenever you take a mark, the first Nerve you spend on a **Strike** roll is worth +2d instead of +1d. If your current Nerve resistance is 2 or higher, that die is gilded.
- **Punch Drunk:** You have the ability to endure staggering physical damage, at a cost. When you take a Body mark, you have the option of transferring it to a Brain mark instead.
- **Narrow Escape:** Normally you prefer to confront danger head on, but even you can't headbutt your way through all of your problems. Add +1d to your **Move** roll when you attempt to escape a trap or ambush.
- **Intimidating:** When you are questioning someone about information they are resistant to revealing, add a number of dice equal to your current Nerve resistance to your **Read** roll.
- **No Escape:** When you are tailing someone, you may use **Move** instead of **Hide**. If you are pursuing them, add a number of dice equal to your current Nerve resistance to your **Move** roll.
- _____
- _____
- _____

BONUS DICE

• *push yourself (burn 1-6 drive)* • *accept an assist (teammate spends 1 drive)* • *accept a Pact with the Powers*
No more than 6 dice can be rolled at a time

TEAMWORK

• *assist a teammate: pay 1 drive to give +1d* • *group action: everyone who wishes to roll, can*
 • *protect a teammate: take a consequence for them*

MARKS



SCARS



MEMORIES

- ◆ Death _____
- ◆ Family _____
- ◆ Friend _____
- ◆ Mentor _____
- ◆ Name _____

RELATIONSHIPS

NOTES
