

Enforcer

The enforcers are a clan of mixed races who live on the edge of a big mountain. The mountain consists of multiple caves and a sleeping volcano. The volcano is said to be haunted by the spirit of an evil wizard. This spirit wants the clan of the mountain to continue in its evil doings. This spirit created golems out of the rocky landscape and sends them to the clan to wipe them off the mountain. After years of tinkering on a special armor and weapons the clan came up with the enforcer armor and knuckles. They would fully armor their men and give them large metal knuckles to crush the golems. They made this gear out of a special steel. In the volcano lies a very potent type of coal for smiting. This coal creates one of the strongest steels in the world.

With the new armor and weapons the clan could crush the golems with ease. After defeating these golems they found out they had magical hearts that brought them to life. They figured they could bring their armor to life just as these golems were brought to life. They started imbuing their armor with these magical hearts placing them in the back of the armor under a protective sheet of steel. The enforcers began training and tinkering with the new magical armor and found out they could do great things.

Now that the largest threat of the golems in their homeland is almost gone, quite a few enforcers start roaming the lands in search of riches and wealth and what not.

Level	Proficiency	Bonus Features
1st	+2	Fighting Style
2nd	+2	Golem Dash
3rd	+2	Knuckle Upgrade
4th	+2	Ability Score Improvement, Armor upgrade
5th	+3	Extra attack, Flurry Attack
6th	+3	Ability Score Improvement, Knuckle upgrade, Rampant Charge
7th	+3	----
8th	+3	Ability Score Improvement, Armor upgrade
9th	+4	Golems Shield
10th	+4	second Fighting style, Knuckle upgrade
11th	+4	Extra Attack (2)
12th	+4	Ability Score Improvement, Armor upgrade
13th	+5	----
14th	+5	Cataclysm, Ability Score Improvement
15th	+5	Knuckle upgrade
16th	+5	Ability Score Improvement, Armor upgrade
17th	+6	Knowledge Of The Heart
18th	+6	Ability Score Improvement
19th	+6	Armor upgrade, Ability Score Improvement
20th	+6	Extra Attack (3), Knuckle upgrade

Class features

Hit points

Hit dice: 1d12 per enforcer level

Hit Points at 1st Level: 12 + your Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per barbarian level after 1st.

Proficiencies

Armor: Light armor, medium armor, heavy armor, enforcer armor

Weapons: Simple weapons, longswords, enforcer knuckles

Tools: Smiting's tools

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Athletics, Intimidation, Perception, Persuasion, Survival

Some abilities will cause the target to have to make a saving throw. Your spell save DC: 8 + proficiency bonus + strength modifier.

Equipment

You start with the following equipment, in addition to the equipment by your background

- Enforcer armor
- Enforcer knuckles
- Smiting's tools
- Explorer's pack

Upgrading gear

The enforcer armor and knuckles are special and steampunkish only usable by those who had proper training with it. The enforcers are constantly tinkering on their armor and gear to improve it to their personal liking. An enforcer will have to upgrade his or her armor and knuckles at the displayed levels, at a smiting's station. This process takes 4 hours.

It is possible to find special relics that can also upgrade this armor, but this is up to the DM.

Enforcer armor

Enforcer armor: AC 17

From here on out there is a amount of upgrades the enforcer can add to their armor. All of the following upgrades can be added at any of the following levels: 4th, 8th, 12th, 16th, 19th.

AC upgrade: this upgrade can be applied multiple times. + 1 AC

Steam cloud: You install hatches in your suit that can release a cloud of steam in a 10 ft cone in front of you. Creatures in the steam cloud can't see anything. The steam cloud will disperse after 10 seconds or sooner if a strong wind or gust blows it away.

Enforcer knuckles

Enforcer knuckles: 1d8 + STR modifier, bludgeoning damage.

The enforcer knuckles are the main and, for the most part, only weapons an enforcer ever uses. Enforcers upgrade their knuckles just as their armor to their personal liking.

At 3rd level the knuckles can be upgraded. Spikes will be added to the knuckles resulting in a more deadly weapon: *1d10 + STR modifier, bludgeoning damage.*

From here on out there is an amount of upgrades the enforcer can add to their knuckles. All of the following upgrades can be added at any of the following levels: 6th, 10th, 15th and 20th.

Some upgrades require the player to determine the extra damage the upgrade will add to attacks. This will be done by throwing a dice (dice required can be seen at every individual upgrade) and will determine the quality of the upgrades

- Improved knuckles: You upgrade your knuckles to make them more aerodynamic. Changing the damage die to *1d12 + STR modifier, bludgeoning damage*
- Retractable blades: one blade will be located on top of each knuckle. These blades can be retracted in and out. These blades will add 1d6 (or 3) piercing damage to attacks.
- Golems strength: due to the magical golem heart you can infuse your attacks with extra kinetic force. This will cost 3 brutality points. The target must succeed a CON saving throw or be stunned for 1 turn.
- Fiery knuckles: due to the magical golem heart you can infuse your attacks with magical fire. This will deal an extra 1d4 fire damage. The target must also succeed on a DEX saving throw, if the target fails he will take 1d4 fire damage for 2 turns.

- Pushback: by installing some sort of hydraulics on the bottom of the knuckles you gain ability to push back any creature for up to 10 ft. This will cost 2 brutality points. The target must succeed on a STR saving throw or be pushed back. If the target succeeds the saving throw nothing happens.
- Bolt cannon: You install a little cannon on your right knuckle that shoots of crossbow bolts. You have to manually load this cannon with the bolt just like a normal crossbow.
Bolt cannon: 1d8 + STR modifier. Hit modifier: STR modifier + Proficiency bonus.
- Shielded: You cleverly create armor that covers the rest of your arms that were left exposed. This armor completely attaches to your knuckles and armor. Your AC increases by 1.

Note: golems strength and fiery knuckles **can't** be applied at the same time.

Disadvantages

Unfortunately the heavy armor and gear of the Enforcers doesn't grant advantages, but also some disadvantages.

While wearing the enforcer knuckles and armor you can't use any other weapons, armor or spell whatsoever.

While wearing the enforcer armor and gear you gain -10 to movement. Due to its heavy weight.

Furthermore if the enforcer goes 8 hours without a short or long rest he or she will enter the first state of exhaustion. Every 2 hours extra will cause a further state of exhaustion. However this can't cause death.

Fighting style

Starting at first level the enforcer chooses a fighting style from the following. At 10th level you can choose one extra fighting style.

Defense: While wearing the enforcer armor, you gain +1 bonus to AC.

Two-weapon Fighting: When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Protection: When a creature you can see attacks a target other than you that is within 5 feet of you, you can your reaction to impose disadvantage on the attack roll.

Extra attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Ability score improvement

When you reach 4th level, and again at 8th, 12th, 14th, 16th, and 18th, 20th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Magical armor

Due to the use of the hearts of golems enforcers give their armor a little edge. Enforcers use the magical aspects of the golem hearts to use special abilities. A golems heart can be seen as sort of battery. These special abilities will consume a certain amount of brutality points. These brutality

points are equal to your character's level + your constitution modifier. When you run out of brutality points you can't use any abilities. You will regain these brutality points after a long rest.

At 2nd level you gain the **golems dash** ability: next to your normal movement speed you can spend 1 brutality point to dash 10 ft forward in a straight line. You can spend multiple brutality points to dash further (20ft, 30ft, etc.). The way this ability works is that you use the magical energy of the golems heart to launch yourself forward. You can also use this ability to dash of gaps and such.

At 5th level you gain the **Flurry attack** ability, costs 3 brutality points: You imbue your armor with the magical essence of the golems heart, causing your arms to move extremely fast. You can add one more attack to your attack action. This counts as an individual attack, so all modifiers can be added.

At 6th level you gain the **Rampant charge** ability, costs 4 brutality points: You overchannel your golems dash ability to charge at high speed. You charge for 30 ft destroying wooden constructs, but not stone or metal. If you charge into creatures they must make a DEX saving throw or be knocked prone on a failed save. If they succeed they won't get knocked prone and take half damage. If a creature fails the saving throw they take 3d10 bludgeoning damage.

At 9th level you gain the **Golems shield** ability, costs 4 brutality points: As a reaction you can charge up a magical shield halving the incoming damage. You can also overcharge this ability, costing at least 10 brutality points. This action will use up all brutality points left and will completely shield you from incoming damage.

At 14th level you gain the **cataclysm** ability, costs 7 brutality points: After charging up for 3 seconds you leap into the air to about 30 feet high and come crashing down at a target location up to 50 feet away from you. When you land you use all your force and the power of the golems heart to create a shockwave around you. All creatures in a 15 ft radius take 6d10 force damage. All creatures must succeed on a DEX saving throw, if they succeed they take half damage. If they fail the throw they take full damage and will be stunned for 1 round.

If you get hit by any damage while charging up the ability fails and you have to spend the brutality points anyway.

At 17th level you gain the **Knowledge of the Heart** ability: Due to your lengthy training and tinkering with the armor and golems heart you know how to efficiently use the magical energy of the golems heart. Thanks to this all abilities cost 2 brutality points less to use. This can't cause any ability cost 0 brutality points however.