

Ringleader

Right and Left Hand Enforcers [Class Feature]

Once per Twilight during a respite, The Ringleader may designate another Living Player Character as their Right Hand Enforcer, that lasts until the next Twilight. Any power with the Fear Trait that you use on your Enforcer may be delivered as Courage instead. When designating an Enforcer, the Ringleader may Grant one of the following effects to that Enforcer.

[Enforcer's Name] Grant Intercept: Once Per Encounter, the Enforcer may Intercept an attack or spell that strikes their Ringleader.

[Enforcer's Name] Grant Maximum Hitpoints: The Enforcer gains +1 Life Point.

[Enforcer's Name] Grant Maximum Mana: The Enforcer gains +2 Mana.

In addition, the Ringleader gains a loyal Left Hand Enforcer, which is a Hero unit for use with the Campaign Board. It may be an established character from the Ringleader's Backstory, but is not controlled by the Player and may be used for Plot requiring it being portrayed. This Hero unit may have any Archetype or Behaviour Pattern(s) that the Ringleader chooses, as well as two Unit Skills as chosen by the Ringleader- with no Quirks. This hero does not require payment, nor lodging.

Get it Done [Class Feature]

Once per Twilight, When the Ringleader deploys their Left Hand Enforcer on a mission, They may choose one of the following effects to occur. They must declare they are using this power when they turn in the Mission to NPC camp.

The Mission finishes 4 Hours sooner

The Mission is one Step easier in Difficulty

The Mission has double the normal Wealth reward, if successful

Level 1

I'll take care of you...

At will, the Ringleader may give a Time 30 pep talk to an Enforcer to encourage them to keep pressing on. After finishing their pep talk, they Touch their enforcer and choose one of the following that may only target their Enforcer.

Once per Encounter: Absolute Cure Weakness, Slow and Root by Fear

Once per Encounter: Heal 1 to Dying by Fear

Once per Event: Grant Life, Heal to Full, and Wasting by Fear.

Diplomacy, the Hard Way

Units, and Laborers cost 3 Wealth less to hire, to a minimum of 3 wealth.

In addition, the Ringleader may choose to add the Agony trait to any helpless creature they attack. If they do, they may call one of the following:

Obey by Fear: Answer me! What is your name?

Obey by Fear: Answer me! Why are you here?

Obey by Fear: Answer me! Who is your boss?
Obey by Fear: Answer me! Where is your hideout?
Obey by Fear: Answer me! Where did you stash the loot?

Note: Variations on these questions are allowed for roleplaying purposes, but significant deviations that alter the intent of the questions are prohibited. Also, this power does not compel truth, so answers to these questions may be of dubious value.

Level 3

... So you can take care of me

While downed, but near an Enforcer, you may will yourself to keep alive. After finishing a Time 30 count in touch range of your Enforcer, you may Stabilize. This may be done at will.

In addition, whenever you target an Enforcer with a non Bonus-Damage effect with a numerical value, you may increase that value by one. If you do, it gains the Fear Trait. (Damage, Armor, Healing, Barrier, etc... have numerical values)

Hired Help

You gain +3 Labor, in the form of a group of followers who are devoted to helping you. These individuals are offscreen workers, laborers or otherwise non-combat supporters who do not require lodging.

In addition, any Unit you produce with powers or are stationed in your Stead gain Fearless. (Multiple skills do not stack)

Level 7

Honor Guard

The Ringleader may designate a second Right Hand Enforcer when they use their Right and Left Hand Enforcer Class Power. Any power that targets an Enforcer gain a second use, but each enforcer may only receive that effect once. (I.E, you may only use an encounter power on your First Enforcer once per encounter still, but you may use the power a second time if it targets the other)

Once per Encounter, you may call [Name of an Enforcer] Grant 3 Barrier.

Once per Encounter, you may call [Name or Description: Time 30 Taunt by Fear] if you are standing behind an Enforcer.

Red Right Hand

When you designate an Enforcer, they gain all the Grant powers listed in Left and Right Hand enforcers, and the Ringleader may call [Enforcer's Name] Twilight Grant +1 Bonus Damage.

Level 11

Big Boss

Whenever the Ringleader witnesses a creature Weaken, Root, Paralyze or Imprison one of your Enforcers, you may Cure that Condition from yourself.

Whenever you witness a creature Deathblow or otherwise Kill one of your Enforcers you gain +2 Bonus Damage versus the creature that killed your Enforcer until the end of the encounter and Heal 3 by Courage.

Additionally, The Ringleader gains +1 to all damage for each Enforcer that is Dead or in Spirit form.

The Ringleader may use any Power that targets an Enforcer on themselves if none of their Enforcers are alive. (They are considered an additional, potentially third Enforcer)

Kill Command

When you designate an Enforcer, you may call [Enforcer's Name] Grant +3 Damage to any target that I taunt.

Once Per Encounter, you may call [Name or Description] Time 30 Taunt by Fear. This power refreshes whenever an Enforcer kills that target with a Killing Blow or Death effect.
