

## Character Dossier: The Enforcer (250 pts)

**Name:** Andrew Stephen Pinelli

**Nationality:** American

**DOB:** April 2, 1968

**Height:** 6'4"

**Race:** Caucasian

**DOD:** —

**Weight:** 260 lbs

**Appearance:** Thanks to a combination of lucky genetics and hours of daily training, the Enforcer is tall and strong as a linebacker but has the lithe agility and speed of a gymnast. He has a rather flat nose, suspicious eyes, and close-cropped dark hair recently going grey. On patrol he wears a long, dark grey coat and a black mask.

**Known Superhuman Abilities:** None. The Enforcer has the kind of luck, for lack of a better word (in the game, we call it Willpower), that you only find in Talents, but otherwise all he has is a truly obsessive dedication to the martial arts—karate, jiu-jitsu, ninjitsu, aikido, you name it, he's mastered it. He studies Talents all the time, looking for ways to get around their strengths and defenses. He prides himself on the fact that he takes on Talents, often, and wins. He loves to talk about it, in fact. Especially with Talents.

**History:** When Andrew Pinelli was four months old his parents took him and his twin sister to Chicago for the historic 1968 Democratic National Convention. The Pinellis were part of the burgeoning peace movement, and they believed as well that Talents, whose powers showed the growing potential of humanity, would become its spokesmen, champions for justice and reason in the modern day just as they had been champions for freedom and democracy in the war. None of the Pinelli family had any such powers themselves, but they had an abundance of faith.

Andrew Pinelli's mother and sister died in a collapsing building as the Army's Talent Team One battled the Odd Squad, those bizarre government-sanctioned Talents turned peace protesters, across downtown Chicago.

Pinelli's father, Stephen, won a fortune in lawsuits against Chicago, the Democratic Party, and the federal government. Many other victims of the violence did, too, but Stephen Pinelli and his baby son, bereft of mother and sister, were the ones whose photos made front pages everywhere.

By the time Andrew Pinelli was four, his mission in life was set. His father became a recluse, and hired a succession of trainers and tutors to teach his son far from the public eye. Andrew, his father explained to the boy, had a mission. It was a unique mission, and he was the only one who could accomplish it, because he was the only one who saw how crucial it was. Andrew Pinelli trained to protect humanity from Talent threats. The fact that Andrew was no Talent himself made the mission all the more important, even noble.

Andrew's education was rather one-sided. He received, in fact, a bare minimum of conventional schooling. He learned to read and write well enough, and went through the basics of mathematics and history, but the bulk of every day went to physical training and mental conditioning: Running, sports, gymnastics, hunting; he would have been a shoo-in for any Olympic team. But that was not his calling.

Andrew Spinelli went on his first mission at age twenty, taking on the New York-based Talent enforcers of a South American drug cartel, hard men and women who excelled in making witnesses disappear without a trace. They found themselves disappearing, instead, one at a time, and Andrew demolished three of them along with a

dozen non-Talent gunmen in a running battle at a New Jersey dock. Spinelli, shot three times, barely escaped ahead of an army of police.

Within a year, the New York press nicknamed the mysterious vigilante, an apparently normal man who took on Talent criminals, the Enforcer.

Spinelli has now waged his crusade for nearly twenty years. To say it has left him warped is an understatement, with the shallowest of social contacts and only his father and a handful of close-knit allies for support. Sometimes he seems to thrive on it. It is his responsibility, after all, to prove humanity's capacity to stand up for itself. The normal men and women of the world are his charges, his adopted brothers, sisters, and children, and their defense is his responsibility—whether they realize it, or want it, or not.

### Archetype (5 pts)

Super-Normal

### Stats (133 pts)

**Body** 5d (25 pts)

**Coordination** 5d (25 pts)

**Sense** 4d (20 pts)

**Base Will** 13 (18 pts)

**Motivations:** Loyalty to his "charges" (6); Passion for overcoming enemy Talents (7).

**Mind** 2d (10 pts)

**Charm** 2d (10 pts)

**Command** 5d (25 pts)

**Willpower** 13

### Skills (112 pts)

Athletics 5d (10d), Brawling 5d (10d), Dodge 5d (10d), Endurance 5d (10d), First Aid 2d (4d), Intimidation 3d (8d), Lie 2d (4d), Melee Weapon (club) 5d (10d), Perception 3d (7d), Ranged Weapon (electrolaser) 3d (8d), Ranged Weapon (pistol) 2d (7d), Security Systems 3d (5d), Stability 2d (7d), Stealth 5d (10d), Streetwise 3d (5d), Tactics 3d (5d).

### Attacks

**Expandable baton 10d** (width + 1 in Shock).

**Off-the shelf electrolaser pistol 8d** (Adapted, Manufactured Focus: width in Shock, daze, electrocuting, ignores armor but stopped by insulation).

**Other readily-available weapons and tools as needed.**

### Defenses

**Bulletproof vest** (HAR 1 and LAR 2 on hit locations 7–9).