

THE WATCH: Rough men standing ready to do violence

RAP

Local, semi-military police force in a larger community. Roll as indicated or choose as desired.

Officer(s) - *Commander, lieutenant, non-coms, etc.*
(Larger community = more officers)

d12 Background *A

- 1 Part of local Lord's family
- 2 Part of religious hierarchy
- 3 Disowned by a wealthy family
- 4 Second son of a respected general
- 5 Street thug
- 6 Merchant tired of being robbed
- 7 Respected veteran of "the wars"
- 8 Incomplete magical apprenticeship *B
- 9 Mayor's brother
- 10 Wounded military officer
- 11 Jousting champion
- 12 Caravan leader (smuggler?)

*A - *Roll for each leader; no duplicates*

*B - *Mentor died before completion? Ran away?*

d12 Personality *A

- 1 Hopelessly honest
- 2 Completely corrupt
- 3 Good administrator
- 4 Hides behind paperwork
- 5 Yells orders
- 6 Speaks just above a whisper
- 7 Friendly to underlings
- 8 A bully to almost everybody
- 9 Generally plays the "good cop" roll
- 10 Officious and callous
- 11 A playboy
- 12 No time for peons

*A - *Roll for each leader; no duplicates*

d10 Armed and Armoured with *A *B

- 1 Heavy crossbow and leather armour
- 2 Short bow and leather armour
- 3 Halberd and a buckler
- 4 Large shield and horseman's flail *C
- 5 Short sword and scale mail
- 6 Battle axe and ring mail
- 7 Long sword and chain mail
- 8 Bastard sword and scale mail
- 9 Riding crop and ring mail
- 10 Dagger/dart and a wand *D (no armour)

*A - *Roll for each leader; no duplicates;*

*B - *Possibly magical; more likely in larger communities*

*C - *Goes everywhere mounted*

*D - *DM option*

Regular Watch member's

d6 Most are armoured with *A

- 1 Heavy cloth coats
- 2 Small shields
- 3 Leather jerkins
- 4 Leather armour
- 5 Large shields
- 6 Ring mail

*A - *Most will be older, worn, repaired, etc.*

d6 Most are armed with

- 1 Clubs
- 2 Daggers
- 3 Short swords
- 4 Maces
- 5 Morning Stars
- 6 Spears

d10 Most were

- 1 Soldiers
- 2 Farm hands
- 3 Criminals
- 4 Prisoners of war
- 5 Slaves
- 6 Conscripts
- 7 Unemployed labourers
- 8 Refugees from a war
- 9 Immigrants
- 10 Orphans

d12 Attitude toward Leader(s)

*A

- 1 Will march into hell for him/her
- 2 Meh
- 3 Will obey as long as there's no real risk
- 4 He's/She's got his/her job, I've got mine
- 5 I've seen worse
- 6 Makes a good drinking partner
- 7 A step away from of open revolt
- 8 I want him/her to notice me
- 9 Resentful/jealous
- 10 Terrified
- 11 Loyal as long as the pay flows
- 12 Highly respected

*A - *Roll for each leader; no duplication*

Individual Watch members

d10 Was a/an

- 1 Street urchin
- 2 Unsuccessful merchant
- 3 Deserter from foreign military
- 4 Foot soldier/normal sailor
- 5 Farm hand
- 6 Failed apprentice
- 7 Illegitimate child
- 8 Son of a labourer
- 9 Addict
- 10 Field worker

d10 Appearance *A

- 1 Long red hair
- 2 Bald
- 3 Scar on cheek
- 4 Broken nose
- 5 Leather mask covers half of face (burned)
- 6 Missing two fingers from left hand
- 7 A pronounced limp
- 8 A bushy beard
- 9 An overly smooth, almost pretty face
- 10 Extremely ugly

*A - *Race is DM choice*

d10 Signed up

- 1 For steady pay
- 2 To extort protection bribes from merchants
- 3 As a spy for d6
 - 1 The thief's guild
 - 2 A foreign power *A
 - 3 Local merchants *B
 - 4 Local crafting guild *B
 - 5 Local religious group *C
 - 6 Local political leaders *D
- 4 To impress a potential lover
- 5 To take on a new identity
- 6 To impose law and order
- 7 To gain allies against a local bully/enemy
- 8 To regain respectability
- 9 To insult his/her parents
- 10 Temporarily, to explore other vocational options

*A - *Neighbouring city, distant kingdom, merchant consortium, crafting guild, etc.*

*B - *To protect their interests*

*C - *To root out heresy, proselytize, etc.*

*D - *To root out disloyalty, protect from subversion, etc.*