

CITY WATCH

You have served the community where you grew up, standing as its first line of defense against crime. You aren't a soldier, directing your gaze outward at possible enemies. Instead, your service to your hometown was to help police its populace, protecting the citizenry from lawbreakers and malefactors of every stripe.

Even if you're not city-born or city-bred, this background can describe your early years as a member of law enforcement. Most settlements of any size have their own constables and police forces, and even smaller communities have sheriffs and bailiffs who stand ready to protect their community.

Skill Proficiencies: Athletics, Insight

Languages: Two of your choice

Equipment: A uniform in the style of your unit and indicative of your rank, a horn with which to summon help, a set of manacles, and a pouch containing 10 gp

FEATURE: WATCHER'S EYE

Your experience in enforcing the law, and dealing with lawbreakers, gives you a feel for local laws and criminals. You can easily find the local outpost of the watch or a similar organization, and just as easily pick out the dens of criminal activity in a community, although you're more likely to be welcome in the former locations rather than the latter.

SUGGESTED CHARACTERISTICS

City Watch can tend towards two extremes, those who foster peace and safety among the less fortunate people in the community you are a part of, and those that like to be a position of authority and power. Which are you? Was your service relatively quiet and peaceful, or do you hail from a city like Sharn where you have seen all manner of corruption and law-breakers?

VARIANT: INVESTIGATOR

Rarer than watch or patrol members are a community's investigators, who are responsible for solving crimes after the fact. Though such folk are seldom found in rural areas, nearly every settlement of decent size has at least one or two watch members who have the skill to investigate crime scenes and track down criminals. If your prior experience is as an investigator, you have proficiency in Investigation rather than Athletics.

d20 Personality Trait

- 1 When I set my mind to something, I follow through no matter what gets in my way.
- 2 I'm always polite and respectful!
- 3 I'm haunted by memories of a crime I responded to. I can't get the images out of my mind.
- 4 I've lost too many friends, and I'm slow to make new one.
- 5 I'm full of inspiring and cautionary tales from my watch experience relevant to almost every tavern situation.
- 6 I can stare down a hell hound without flinching.
- 7 I am very good at waiting. Patience is a virtue I have conquered.
- 8 I keep my weapons and armor meticulously maintained.
- 9 My mustache is a thing of beauty and perfection. Keeping it groomed is time well spent.
- 10 I'm a responsible guy. It's my duty to protect my people, and the people of the world from any dangers.
- 11 I enjoy being strong and like breaking things.
- 12 I have a crude sense of humor.
- 13 I face problems head-on. A simple, direct solution is the best path to success.
- 14 I'm willing to listen to every side of an argument before I make my own judgment.
- 15 Nobody stays angry at me or around me for long, since I can defuse any amount of tension.
- 16 There's nothing I like more than a good mystery.
- 17 I'm a charming, cheerful fellow, very optimistic about the world.
- 18 I have a strong sense of fair play and always try to find the most equitable solution to arguments.
- 19 If someone is in trouble, I'm always willing to lend help.
- 20 Thinking is for other people. I prefer action.

d12 Ideal

- 1 **Greater Good.** Our lot is to lay down our lives in defense of others. (Good)
- 2 **Nation.** My city, nation, or people are all that matter. (Any)
- 3 **Responsibility.** It is my duty to respect the authority of those above me, just as those below me must respect mine. (Lawful)
- 4 **Independence.** When people follow orders blindly they embrace a kind of tyranny. (Chaotic)
- 5 **Peace.** Ideals aren't worth killing for. (Neutral)
- 6 **Might.** The strongest are meant to rule. (Evil)
- 7 **Community.** It is the duty of all civilized people to strengthen the bonds of community and the security of civilization. (Lawful)
- 8 **Justice.** Nothing is more important than wrongdoers brought to justice, no matter what. (Lawful)
- 9 **Aspiration.** I'm going to prove that I'm worthy of a better life. (Any)
- 10 **Danger.** It is the threat of death that lets us know we're alive. (Neutral)
- 11 **Nobility.** Protecting those that can not protect themselves, basically upholding the virtues that makes one noble not the title of noble birth. (Good)
- 12 **Loose Cannon.** Who cares how it happens as long as it gets done. (Chaotic)

d12 Bond

- 1 I would lay down my life for the those I served with.
- 2 My honor is my life.
- 3 Those who fight beside me are those worth dying for.
- 4 I protect those who cannot protect for themselves.
- 5 Everything I do is for the common people.
- 6 A powerful person killed someone I love. That will never happen to anyone else.
- 7 My loyalty to my sovereign is unwavering.
- 8 I'm loyal to my captain first, everything else second.
- 9 I seek vengeance against those who destroyed the museum that I collected relics for.
- 10 I hold no greater cause than my service to my people.
- 11 I have sworn to oppose the person, organization, or government that is corrupt.
- 12 I always return a favor, or a slight.

d12 Flaws

- 1 The monstrous enemy we faced in the city still leaves me quivering with fear.
- 2 I have little respect for anyone who is not a proven warrior.
- 3 I made a terrible mistake in hurting an innocent and I would do anything to keep that mistake secret.
- 4 My hatred of my lawbreakers is blind and unreasoning.
- 5 I obey the law, even if the law causes misery.
- 6 I'd rather eat my armor than admit when I'm wrong.
- 7 I am dogmatic in my thoughts and philosophy.
- 8 I follow orders, even if I think they're wrong.
- 9 My greatest vice is hedonistic pleasure.
- 10 Only the results are important. I can't make an omelette without breaking a few eggs.
- 11 I am self-conscious about my social flaws and breaches of etiquette. Rejection is among my greatest fears.
- 12 I am easily seduced, especially by those who can fight or otherwise compete with me.

CREDITS & CHANGELOG

Last updated on Jan 20th, 2017

This background appears in the *Sword Coast Adventure Guide*. I created this for those that do not have that available, as well as because the backgrounds in SCAG do not have actual rollable tables for personality traits, bonds, ideals, or flaws. In my party these are some of the funnest things about backgrounds so I wanted to provide these, and in an expanded format.

This was put together by Freewolf ([/u/Freewolf](#)) and posted to my Homebrew site for my [D&D 5E campaign set in Eberron](#).

Praise be [the master](#) for creating [The Homebrewery](#).

VERSION 1.2

- Added changelog
- Added more personality traits, bonds, ideals and flaws tables

VERSION 1.1

- Added personality traits, bonds, ideals and flaws tables

VERSION 1.0

- SCAG Version