

THE GENTLEMEN OF THE WATCH

[Military]

Requirements:

Alignment: Must be Lawful

Deity: Must venerate Saint Cuthbert

Region: Must be a resident of Verbobonc,

Special: Must live in Verbobonc City

Time: Must spend 4 TUs annually patrolling the streets of Verbobonc City and seeing to their other responsibilities

Titles, Benefits, and Duties: As you advance in the Gentlemen of the Watch, your rank and duties also advance. Members of the Watch are issued a tabard which bears the ruby starburst of Saint Cuthbert. All benefits are cumulative, with the exception of skill bonuses which overlap (do not stack).

The Gentlemen of the Watch is a loose military bureaucracy whose members all pledge allegiance to the Mayor of Verbobonc, and to enforce the Law within the city proper. The Gentlemen of the Watch traces its beginnings to the Short War of 438 CY, when several divisions of Verbobonc soldiers joined the Furyondy army in their march into Veluna and driving back the Keoish forces. In modern day Verbobonc City the Gentlemen of the Watch serve their citizenry in a variety of ways. Operating from watch stations, often the homes or mansions of the original Gentlemen of the Watch; the Gentlemen send out their patrols and investigators to set sections of the City. The Watchmen keep the peace, dispense low justice, and for more serious offenses bring the suspects, the charges, and the evidence before the magistrate.

Score Title: Benefits and Duties

3 or lower No affiliation

4-14 **Cobwalker:** A Cobwalker is a figure of authority with the capital of the Viscounty. As such he receives a +2 bonus to the following skills: Gather Information, Intimidate, Listen, Perform [Weapon Drill], and Spot skill checks while within Verbobonc City. In addition, the Cobwalker resides in the watch barracks, which grants them free Adventure Lifestyle [Standard] in all Verbobonc regional adventures.

The Gentleman of the Watch have traditionally been outfitted by the Church of Saint Cuthbert. Upon being accepted into the Gentleman of the Watch a Cobwalker may request any arms and armor up to 100 wheatsheafs in value. This includes all weapons and armor from **Table 7-5** and **Table 7-6** in the *Player's Handbook* as well as the following: mancatcher CW, longstaff CV, ward cestus A&EG, arrow (blunt) RW, lantern (fog cutter) A&EG, springwall A&EG, and farflame oil A&EG.

15-30 **Peacekeeper:** A peacekeeper is treated with a great deal of respect by the general populace of the city. As such the bonus to skills listed above increases to +3.

The Peacekeeper receives one (1) temporary influence point with the Church of Sainn Cuthbert at the start of each Verbobonc regional adventure. This influence point must be used during the adventure or it is lost.

Finally, the Peacekeeper receives the free casting of 1st - 3rd level core divine spells by the Church of Saint Cuthbert. This free casting does not extend to the Peacekeeper's companions and the Peacekeeper is responsible for providing any material components.

31+ **Constable:** The most experienced and well trained Gentleman of the Watch are the Constables. The bonus to skills listed above increases to +4. The Constable receives one (1) additional temporary influence point with the Church of Saint Cuthbert.

The free casting of spells now includes 1st - 5th level core divine spells

Criterion

Modifier

Character level bonus	+½ PC's level
Possesses levels in cleric, paladin, or favored soul (must worship Saint Cuthbert as a patron deity)	+ 1 per level
Possesses levels in bloodhound or justicar (must worship Saint Cuthbert as a patron deity)	+2 per level
Possesses the Skill Focus feat in a skill for which you receive a bonus for being a member of the Gentleman of the Watch (see Cobwalker)	+2 per instance
Apprehends a lawbreaker committing a criminal act in Verbobonc City	+1 per instance
Defeat a opponent using only nonlethal damage ¹	See below
Possesses a <i>merciful</i> weapon	+3
Possesses the Leadership feat	+3
Plays a Verbobonc regional adventure as a member of the Gentlemen of the Watch	+½ per adventure
Fail to uphold the laws of the Viscounty	-5 per instance
Fail to assist a common citizen of the Verbobonc City.	-10 per instance
Acts against alignment ²	-10 per instance

Notes:

1. The bonus is equal to the creature's CR minus the character's level, then divided by 2.
2. Cannot improve Affiliation score until receiving an *atonement* spell.



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This certificate certifies that

A character played by

Signature of Player

RPGA Number

Date

AR

Has fulfilled the requirements for membership in this Verbobonc regional metaorganization.

Membership must be renewed annually at the beginning of each calendar year. Please keep all previous certificates of membership together along with this one so an accurate account of your membership can be made in the event of an audit.

Signature of DM

RPGA Number

Date

This regional documentation has been issued by the Triad of the region of Verbobonc and must be turned over to them upon request. It may be revoked, altered, changed, or otherwise modified at any time by the Verbobonc Triad for any reason deemed necessary.

