



City Watchman

This is a fanmade character addon which adds a new playable character to warhammer quest. It is completely free to use and is not official in any way.

It is created to be fun rather than powerful, so should be no problem to have around in a game.

In the old world there are many a men great warriors and nobles, some are great wizards or generals, some are not human and bring traditions of potency in ways few would imagine.

Few are those that begin travelling to rid the world of its dark places. Whom seek dungeons to safeguard mankind or simply for personal gain.

Those who do become exalted heroes, or more commonly

forgotten dead whom litter the paths seldom trodden.

This is not one of those people, this is a member of the city watch, and he has honestly no clue why he's along this trip but dare not bring up the matter in fear of having to return to his loathsome guard duties.

So the prospect of getting out of work, getting treasure and free stuff is very attractive to the watchman, so he plays along and does his best to fit into the group. Whom probably wonder why this goof is around.

-Playing as a City Watchman-

To play as a City Watchman in Warhammer Quest is Simple. Just exchange one of the usual warriors with the City Watchman. Then refer to the special rules within this document for his advancements and skills.

-You'd have me do what sir? I don't know, it seems i'm reaaaally busy you see.

Gotta file lots'a reports you know. I'd probably be able to get to your problem sometime next week.

The bagels? Guards gotta eat. Can't work on an empty stomach can we?

Basic statistics:

Wounds	Move	Ws	Bs	S	T	A	I	Pin	Will	Luck
1D6+7	4	2	6+.	3	3	1	4	6+.	3	1

Weapons:

The City Watchman begins the game with an Halberd. +1 Strength; -2 Initiative; cannot use shield at the same time: attack in 2 ranks (see Goblin Spearmen) ; a City Watchman never recieve -2 Initiative with an Halberd due to his skills.

He also begins the game with a special Cudgel, -2 Strength; If this weapon hits a target, on a D6 roll of 5+ the target is dazed and loose 1 attack the next time it acts.

Armour:

The City Watchman may never wear an armour that exceeds an armour value of +2 in its natural form. It may however be magically altered later.

He may never change his helmet, if it is lost he gets a replacement the next time he enters a settlement.

It may be magically altered, but he will only get a regular helmet if his original one is lost.

The City Watchman begins the game with a leather armour giving; +1 Toughness; destroyed by the first blow that scores a natural 6 for Wounds or if the Warrior wearing it is reduced to 0 Wounds.

He wears a Kettle hat, which uses the rules for an; open helmet, +1 Toughness.

-Advanced rules-

CITY WATCHMEN AND EVENTS

There are several events that work differently than the usual norm for a City Watchman character than a regular warrior.

Any event that refers to a fight (such as The Duel) will be highly unwanted for the watchman, and on a roll of 4+ he has found a loop-hole in the law that lets him avoid the confrontation all-together.

The same works for events that have him thrown out of a settlement or jailed.

Events that refer to him being ambushed or the like work as normal though, and the City Watchman fights as usual, to his great disapproval.

Being a City Watchman means the local authorities assume you are part of the local guard force.

For these specific events the City Watchman behaves differently.

25 Reward.

Being far to busy to care about silly wanted posters and actual work, you ignore the poster.

Instead roll on the "**Guards duties**" table.

33 An honest days work.

The concept is frightening to the City Watchman and thus he runs away into the alleyways of the city to hide.

On a roll of 5+ he manage to hide from work, but otherwise has to roll on the "**Guards duties**" table.

43 Join the watch.

The captain in this settlement however soon realises he was sorely mistaken.

This warrior is NOT a suitable prospect of the guard and promptly ignores the City Watchman.

The City Watchman is filled with glee as he doesn't have to roll for any more "**Guards duties**" while in this settlement.

Any Uneventful day.

Roll on the "**Guards duties**" table.

-Guards Duties-

1 – Latrine duty.

Not to mention you actually had to work today, you got the worst task of them all.

Cleaning the latrines. The work is rather safe but after the day you have to pay BL D6*20 gold to clean your uniform.

2 – Patrol.

You get stuck all day patrolling the battlements, streets, roads... basically everywhere, since the captain managed to find out where you were all hiding.

You actually end up working all day long, to your great disapproval, but you earn BL * 20 for your hard work.

3 – Civic duty.

You and the lads get to the usual place and spend the day drinking and playing cards and shit-talking people.

When people start complaining you just cite chapter six paragraph nine and continue what you were doing. The

group claims the bar owner should "sponsor" the watch and if he doesn't he will face "fines" and thus the drinks are free.

4 - Rough going.

During a patrol an actual crime happens in front of your squad. Cursing your bad luck you are forced to spring into action, lest the captain finds out you didn't. Roll on the following table.

1 Cut down.

You are cut down to a man by some really beefy looking sailors.

You luckily enough escape with few injuries and will recover after D3 days in the infirmary and paying BL * 50 gold for the medical attention.

2 Beaten up.

You are badly beaten by a ruffian, and loose D3 teeth. You may have them replaced by a dentist with either Wooden Teeth 5 gold a piece. Gold Teeth 20 gold a piece.

Wooden teeth tend to rot faster.

3 Got away.

After a short brawl, your squad manages to get away.

4 Apprehended a villain.

While closing your eyes and flailing widely, you actually manage to knock out a thug.

Overjoyed your group bring him to jail and show him to the captain along with a report.

You are awarded with BL * 20 for your work.

5 Arrests.

Your team manage to arrest D6 villains and bring them to jail.

You are awarded with BL * 25 for each villain.

6 Glorious battle.

You squad leaves a report that your squad gloriously fended off not least than a dozen crazed villains, whom probably was cultists as well!

You are awarded with BL D6 * 50 gold and recieve a pathetic medal!

You are just glad John fell on that rope so the chandalier fell on the entire group of thugs.

5 - Simple day.

With all your professional skills, you manage to get a free steak and ale! During you next adventure you are at +1 will.

6 – Exceptional success.

During a patrol, a runaway assassin runs into you at full speed, getting knocked out by your helmet.

A crowd soon gathers and you realise its time to play this right. You pose and claim a great struggle and the crowd cheers and gives you BL D6 * 100 gold.

The captain notices your bravery and award you with a medal. You also receive +1 will the next adventure.

THE GUARD HEADQUARTERS

Instead of going to one of the regular sites within a settlement a City Watchman may visit his HQ instead.

The Guard HQ is a shop and gladly gives away tasks the guard has been too "busy" to perform.
You cannot sell things in this shop.

In the shop one can always buy, no need for a check;

Halberd	300
Kettle hat	550
Cudgel	150

These items can be found at a difficulty of 6;

Dagger	75
Knuckle duster	50
Knife	20
Manacles	10 grants one use of the manacles skill.

These items can be found at a difficulty of 9;

Sword	250
Crossbow	1050
Quarrels	30
Leather armour	45
Light armour	1050
Cart	200

These items can be found at a difficulty of 15;

Old harness;+2 armour,+1 Toughness,+1 on **Guards duties**
600

To look for work, roll on the table below.

Do note that often the task will make no sense, that's because the archiving and reports are less than great.

The reason the quests are bigger and more dangerous is the guard has ignored the problem for so long the problem has grown bigger.

1 -City seems safe, area around as well.

With an initial pleased expression, and later worry, the lieutenant reports no work available.

No rolls may be done on this table during the next D3 days.

2 -Ah, seems to be something around.

There is a side quest in the town, roll up a side quest in the town.

If a side quest starts immediately, a previously apprehended thug gets loose in the guard house and then the quest continues as normal.

3 -Old Marthas farm, been on here for ages.

Picking up an old report, dusty even, the lieutenant shows you a task two weeks away.

It's about checking out Marthas neighbour messing up her lawn or something.

This quest also is D3 dungeon cards bigger and the first time the power dice come up as a one a +1 BL group of monsters spawn.

For finishing this task you are rewarded with the honor of helping the lieutenant keeping his desk tidy.

4 -Pirate holdout. Better check that out.

A large smuggling ring is reported outside the towns area. Hence why the guard never bothered.

This quest is one week away, is D3 dungeon cards bigger.

As a reward the guard is willing to pay BL * 10 per party member.

5 -Some sort of gang hideout.

Inside the city, there seems to be a large abandoned building where a gang supposedly have their base.

They seem to be sharing it with other villainous types as well, making the paperwork a nightmare for the guard.

Each time a one is rolled on the power dice, BL D6 equal level barbarians armed with Cudgels spawn, led by a BL +1 barbarian with a Cudgel and light armour.

These foes are worth 100 per BL per foe.

If you complete this quest, the guard will reward the group with one dungeon room treasure.

6 -Misbegotten nobleman.

CRISIS, a noble, one who actually sponsors the guard has been attacked in the city. This quest is in the city.

The City Watchman must attempt this quest!

Create a D6+2 dungeon room large deck representing the streets.

In the last 3 cards sort in the Fountain of light representing the plaza. Put a BL+1 nobleman there with one equal level barbarian with Guard Noble on the opposite side of the entrance in the room.

These two are allies in this scenario.

On every roll of 1,2,3 on the event dice BL D6 barbarians of equal level armed with Cudgels spawn as enemies, worth 100 per BL per foe.

In the Fountain of light room a group of 3D6+BL Barbarians BL-1 armed with Cudgels and light armour led by a BL +1 barbarian with random gear spawns.

They will fight the nobleman if possible.

If the Nobleman survives he will be eternally grateful and pay BL D6 * 500 gold to the party.

The lieutenant of the guard is pleased if the mission succeeds and will reward the group handsomely with an Objective-room treasure.

If the nobleman dies all "Guards duties" rolls in this city will be at -1 for a week.

Note; None of the Barbarians in the above entries have skills or equipment unless specified otherwise.

The BL +1 barbarians do have skills.

-Skills-

The Watchman may also train in the guard headquarters. Training works the same way for a watchman as for increasing the battle-level as any other warrior. The watchman also learns many skills.

When levelling the watchman gains one skill per level as seen in the levelling table. When a skill is learned roll a D12 to see which skill was learned.

A watchman can only use each skill once in each fight. Skills with a * are an exception to this.

1 -Manacles. *

The watchman seems to always have a pair of manacles ready. And not fear to use them.

The watchman may try to apprehend a monster, instead of attacking normally you can instead make an attack at **WS** 5. If this attack hits it does not do damage but instead handcuffs the monster. The monster cannot attack until it successfully passes a strength test with a penalty of 1.

The monster may try to escape the manacles at the start of its activation.

2 -Unheroic dodge. *

The watchman has learned that a good watchman is a living one, and a living watchman is one that can properly dive for cover.

The watchman now has a 6+ dodge save.

At Constable title, it is a 5+ dodge save.

At Lieutenant title it is a 4+ dodge save.

3 -Power of the law!

The watchman uses his great knowledge of the law. Citing paragraph twelve chapter four the monster has broken the law. The monster must be in contact with the watchman for this skill to work. When it is activated the monster is stunned as the watchman keeps handing him forms to fill in and lectures the monster of his various and convoluted rights in the noble courts.

The watchman and the monster are now locked in a administrative nightmare.

Every turn the watchman can keep this process up. He may not act in any way, neither may the monster.

The two cannot act until the watchman decides to stop the effect.

If the monster is attacked the effect stops and the monster and the watchman may act normally from then on.

The monster may every turn test **Will** with a penalty of 2 to stop the effect. It may do this at the start of its turn and act normally if it succeeds.

4 -Lawful strike.

With a most noble and respectful posture, the watchman sneaks up behind the monster and tries to whack it at the back of its head to knock it out.

The watchman must use a cudgel or any other blunt weapon for this skill.

Make a +1 attack instead of attacking normally, if this attack hits, the monster is knocked out on a 4+. This roll gets a bonus of +1 for every attack the watchman has on his profile.

A knocked out monster cannot act and must test Toughness every turn to regain its ability to act. The monster cannot attack the turn it passes its test but may waddle off.

5 -Lost and found.

The watchman gets involved with the administrative duties of confiscated and/or found goods.

Once per every time the group returns to a settlement the guard may roll on this table if he visits the guard HQ.

1 You have been accused of filching things from the lost and found section. Which is absurd!

You would never get caught, regardless of what you can no longer roll on this table in this settlement.

2 Curses! Someone has done completely correct archiving and inventory keeping. You cannot obtain anything this time.

3 There is not much to go on, so you'll have to choose between a dagger, a pack of quarrels or BLD6*5 gold.

4 Several things are sitting in the inventory, but nothing really strikes your fancy at first.

Choose between a sword, two large boots far too massive for you to wear, a donkey or a health potion.

5 It seems it is a good day at work. A wealthy merchant has either had ill begotten goods or had an accident.

Regardless of what, an entire wagon with two horses is in the inventory and according to section four paragraph two a watchman is to safeguard the goods at all times.

On top of that a small chest is available containing BLD6*50 gold pieces and there is a bottle of perfume.

6 Ooooh, shiny.

Roll again. On a roll of 1,2,3,4,5 it is a dungeon room treasure. On a 6 it is an objective room treasure!

6 -I've been around.

In his work the watchman patrols all sorts of places, therefore he knows where all the hidden places and temples and all kinds of sites.

The guard never needs to roll to find a settlement location, he may not be allowed to enter, but he knows where they are.

Also, if there is an event that refers to the watchman and/or the group being lost. Roll a die, on a 4+ the event is ignored.

The watchman has previously patrolled this area in his work.

7 -Actually aiming. *

The guard actually aims, one attack per round the watchman ignores the armour worn by a monster and strikes a weakspot.

Magical effects may still happen, as long as they don't ignore the hit of the attack.

8 -Bah, i can do that!

The guard is not impressed with these fancy tricks and silly magics, he may pick up a magical item that may not be used by him and attempt to use it.

When the guard tries to use it, roll on this table.

1 Uh oh.... BOOOM!

Something goes very wrong, centre a AOE 3 on the watchman, every model beneath the blast takes a STR 6 hit. The item is violently destroyed.

2,3 What did you expect?

Nothing happens, there isn't really anything shocking about this fact.

4 Fizzle, the item actually works!.... once.

The effect of the item triggers, but after it has been resolved all the energy of the item is drained.

If one takes it to a wizards guild it may be recharged for a tenth of its prize to restore it to working order.

5 Hey presto, it works!

The item works without hazzle.

6 OH SHIT!!

The item works, VIOLENTLY! Double all of the effects of the item this activation. Even times it activates.

9 -No way a guard is gonna outdo us real heroes!

The guard actually manages to look competent there for a second. This simply won't do!

All allies to the watchman in the same room gain a bonus of +1 to Str, Move, Attacks, Will and Initiative for D3 rounds.

This bonus is +2 at Constable title and +3 at Lieutenant as well as times the power can be used each dungeon.

10 -I've seen better costumes than that.

The watchman is sorely impressed by these miscreants. Regardless of if he's had a misadventure during a carnival, or simply lost even more of his eyesight, the guard doesn't believe monsters to be anything else than thugs in costumes.

He ignores the effects of fear, on Constable title he ignores the effects of terror the rest of the encounter.

11 -"Skillful strikes."

The watchman fully realizes his situation and panics.

He flails wildly at his enemies and screams pathetically.

He is at +1 to hit the turn this skill is used.

The guard gains +1 attack, he also can do a follow through even at reach 2, and can do a follow through on his every attack.

12 -Lawful citizen.

The guard gives a monster a citizenship in the empire, overjoyed at its new life and its possibilities the monster leaves the combat and the dungeon to begin its new life.

The watchman smugly recalls that when scrutinized that document will probably appear fake and the monster will probably be charged with forgery and be jailed according to paragraph sixtyseven chapter eight.

No rewards of ANY SORT is gained when a monster is removed in this way.

If the monster was the target of a quest, that quest is now impossible since the monster has left, and even if you find it again its probably in jail and protected by the guards there following the citizenship act of fortfive.

The monster must be in base contact with the watchman for him to use this skill on it. Otherwise any monster works.

Watchman title.

When the watchman attains the title of Watchman, he also gains one of these skills on top of any other skill he gains.

1 Noble district guardsman.

The watchman is promoted to perhaps the best position apart from lieutenant! Noble district guardsmen usually have a smaller workload and a higher pay and don't have to bother with simple thugs anymore.

The watchman now has no limit on the amount of armour he may wear, so the max +2 restriction is removed. He also is given a fancy cloak. If the watchman ever loses this cloak he is given a new one.

Whenever he's in a settlement he's expected to wear it, and thus cannot use other cloaks in a settlement. If he tries to sell the cloak the shopkeeper will recognize the guardsman's cloak and refuse to buy it.

Partly because of that he doesn't want such sceptical wares in his shop, but mostly since he's onto your silly scheme of selling an infinite amount of cloaks to the shop.

Their extra pay gives a noble district guardsman a BLD6*10 gold each time they enter a settlement.

2 Commons guard.

The watchman is promoted within the commons guard, the standard job.

A recurring job within the commons guard is to keep nosy commoners from trying to watch, or even worse... help, with the city watch investigations.

Therefore you gain a valuable skill at pointing your halberd in a lot of directions at the same time and to sweep the blade to scare off commoners.

Instead of attacking normally, the watchman may opt to do a broad swing. The watchman can nominate any number of foes he can reach, for everyone nominated that is higher than the number of his attacks +1 the watchman gets a -1WS on the attack. If the watchman would get WS 0 he fails the attack.

The watchman may then attack every nominated enemy once.

On top of this, the watchman can now trigger a follow through on every attack (even at reach but not ranged attacks) on a roll of 5+, this becomes a 4+ at constable rank and 3+ at Lieutenant.

3 Dreg guard.

The watchman is "promoted" to guard the slums, the watch often nicknames these men 'dreg guard' which is an apt name, for these men are hardly happy about their new work place and have to put up with the worst of the thugs.

They fight dirty, they live dirty and are seldom any better than the thugs they try to apprehend.

Dreg guards always expect an ambush, in fact, the best way to avoid ambushes is to ambush them before they get you!

Whenever monsters try to ambush the guard, he can ignore the effect on 4+, also, if he rolls a 6+ he is so prepared, he in fact ambushes them! The watchman gets a free activation before the monsters.

Once per combat, the guard can use his streetwise knowledge to try and judge the enemies weakness in the eyes of the law. For every attack the watchman has he may nominate one enemy, each enemy nominated gets a -1 to hit on all their attack for one turn as they get dirt and at times spirit thrown in their eyes.

Once per dungeon, the dreg guard can proclaim enough is enough. And give an actual effort!

Gain +2 WS, +1 STR and +1 attack until the end of turn.

Constable title.

When the watchman attains the title of Constable, he also gains one of these skills on top of any other skills he gains.

1 Master of the law.

Watchmen learn that the book of law is a potent tool, but you know that it is the BEST tool! And other watchmen gasp at your knowledge.

Whenever the watchman uses a skill that somehow refers to the law, or an event that somehow relates to law the watchman gets a +1 bonus on any dicerolls, and can not any longer suffer the worst option.

Your watchman simply is too proficient in the law and can talk his way out of most trouble.

Furthermore, if the watchman is affected by an event where he or the group is the victim of an unlawful act, he may intervene and punish the wrongdoers. Mostly with fines.

On a roll of 5+ the event is ignored and the miscreants pay their fine giving you BLD6*50 gold.

Otherwise the accursed scum do not respect the law! Those cretins! The event is resolved normally.

2 Tragic visage.

Whatever he does, the guard is truly an example of how not to act.

Often stumbles, stutters his words or is simply sleeping at the wrong times. Regardless of what the heroes are glad they'll never be as worthless as the watchman.

So when he actually manages to perform remotely well, it becomes a mad dash to not be outperformed by the guard.

Whenever the guard outperforms another warrior in any way, for example hits more attacks, all warriors that were outperformed gets enraged as long as they are in the same room as the guard.

Until the warrior outperforms the guard, he gains +1 Attacks, +2 Will and +1STR. If at the end of the turn the warrior performed better than the guard, he returns to normal, otherwise the effect stays to next turn.

Once per dungeon the watchman stumbles pathetically to the ground. Even the monsters take pity on his drunken grumbling and pissed pants.

No monster may attack the watchman this turn, they may not perform magic or skills that will affect him either.

On a 5+ they can exclude the watchman from such an act and perform it on everyone else, but will not target the guard.

3 Lucky git!

Whatever the circumstances, the watchman seems to be unnaturally lucky. It is bordering on supernatural even.

The watchman gains an additional +2 on his Luck stat on top of his regular luck.

Furthermore, he may opt for a +1 on any roll on any table, even after her rolls. On Lieutenant title this becomes a +0 +1 or +2 on any table.

Once per combat, the guard somehow stumbles, falls or perhaps actually dodges an enemy attack. The watchman can ignore one hit from an attack or effect. He escapes with zero injury or ailment.

Once per dungeon the guard avoids a trap, the guard escapes the traps effectfully, the watchman decides which trap which is avoided.

Lieutenant title.

Somehow, the watchman managed to become a lieutenant, and that might not sound like much. But your guard has managed to be accepted as a lieutenant of the guard in every single settlement in the world.

How that was achieved only your watchman knows.

A lieutenant may roll a special roll when looking for work in the guard HQ.

Pick a job you want and roll a die, if you succeed on a die roll of the jobs number that job is available. So 'some sort of gang hideout' is a roll of 5+.

You may on top of this also roll as normal on the table for a job.

Lieutenants are often fat, cynical and rude people, and thus the dream job of every watchman.

On top of this, the watchman also gains one of these special skills on top of the regular skill he learns from leveling.

1 Actually a competent professional.

Who could have thought, your watchman found some weird inspiration and decided to be a competent and respectful practitioner of his work. No other watchmen can fully understand your inspiration, but you can decide their work allocations so none dare complain.

Your watchman instead of getting a -1 to Move and Will gets +1. You also gain a flat +1 to Ws, Bs, STR, Dam, Wounds, Init, Attacks, Luck, Will and pinning.

2 Proper lieutenant!

A fat and boisterous pulp, who cares not for actual law and citizen safety, what so many a watchmen actually is. You are all these 'ideals' and more.

You make the group honor-constables, the entire group may now use the watchmans Advanced rules regarding guard duties and events. The entire group also counts as having the 'Manacles and 'Lost and found' skills, and the entire group can enter the guard HQ as they please.

At the start of every adventure the watchman can also bring ANY number of watchmen characters to the dungeon, they are at level 9 but only have 1 skill each. They don't actually counts as warriors in the group though.

3 Judiciary advisory consultant.

Many watchmen think the ultimate workplace is the lieutenants office, but you know better, with the mountains of paperwork, knowledge of the law and ultimate ability to throw bribes the right ways. You become a judiciar advisory consultant. A work with all the lawful rights of a watchman, the boons of the rank of liutenant but none of the responsibilities! You can literally just prance about complaining about people and get paid for it!

This is truly the ultimate goal of every watchman, and thus he quits adventuring to live life fully.

(If you roll for skills, you may opt out of this one if you want to keep playing with this character.)

Levelling table.

BL	GOLD	TITLE	MOVE	WS	BS	STR	DAM	WNDS	INIT	ATT	LUCK	WILL	SKILLS	PIN
1	0	Enforcer	4	2	6+.	3	1D6	1D6+7	4	1	1	3	1	6+.
2	2,000	Watchman	4	2	6+.	3	1D6	2D6+7	4	1	1	3	2	6+.
3	4,000	Watchman	4	2	6+.	3	1D6	2D6+7	4	1	2	3	3	6+.
4	8,000	Watchman	4	2	6+.	3	1D6	3D6+7	4	1	2	3	4	6+.
5	12,000	Constable	4	3	6+.	3	2D6	3D6+7	4	2	3	3	5	6+.
6	18,000	Constable	4	3	6+.	3	2D6	4D6+7	4	2	3	3	6	6+.
7	24,000	Constable	4	3	6+.	3	2D6	4D6+7	4	3	4	3	7	6+.
8	32,000	Constable	4	3	6+.	3	2D6	5D6+7	4	3	4	3	6	6+.
9	45,000	Constable	4	3	6+.	3	3D6	5D6+7	4	3	4	3	9	6+.
10	50,000	Lieutenant	3	4	5+.	3	3D6	6D6+7	5	4	5	2	10	5+.



*According to paragraph sixteen section seven chapter one i hereby have to detain you in the eyes of the law. This brings me no pleasure and i suggest you cooperate to keep this as easy as possible... what are you doing... no please don't, you are currently comitting assault against my colleague, that will increase your fine by seventy gold..... Art by **Undermound***