# **House Militia**

You serve (or served) in what amounts to the forces of law and order in Salt in Wounds; one of the 13 House Militias. Your time was often spent balancing a need to ‘keep the peace’ while navigating Meridian House politics that saw your watch funded and directed. In your time you’ve had to bust your fair share of heads and suspect you’ve seen a little of everything the city is capable of: you’ve watched the guilty go free and the innocent take falls, you’ve dealt with gangsters and monsters and mutants and fanatics but you’ve learned the streets and how to make your way in the city.

How you’ve held onto your ideals (or if you had them all in the first place) is directly influenced by what you’ve seen and done.

**Skill Proficiencies:** Athletics, Perception

**Languages:** Two of your choice

**Equipment:** A uniform with your watch insignia & rank, a set of manacles, a hooded lantern, and a pouch containing 10 gp

### **Feature: Militia Ease**

Based on your personal relationships and the way you carry yourself, you have an easy manner with law enforcement both within the city and without. Any (reasonable) requests you make of House Militia or other law enforcement are likely to be granted (for instance, non sensitive information regarding an investigation), and at least once you can ‘call in your chips’ to get a significant rule bent.

### **Suggested Characteristics**

d8 Personality Trait

1 I know (and regularly share) heroic stories of the house militia.

2 I am direct and plain spoken as an arrow to the throat.

3 I am unfailingly courteous, regardless of the social standing of who I’m speaking to.

4 One of the few survivors of a bust gone wrong, I’m haunted by people I’ve lost.

5 Little frightens me, at least that I’d show.

6 Once betrayed by a partner, I’m slow to make friends.

7 Busting down doors and cracking skulls seems to solve all my problems.

8 I enjoy bending rules whenever I can.

d6 Ideal

1 **Protector**. I joined the watch to protect those who can’t protect themselves. (Good)

2 **Order**. The city would descend into anarchy without the Militia, and I won’t allow that. (Lawful)

3 **Right Side of the Law (Enforcement)**. The House Militias are the biggest gangs in the city, and joining up has give me freedom to do what I want. (Chaotic)

4 **Might**. By kissing (and kicking) the right asses, I will amass power I intend to lord over others. (Evil)

5 **Financial Security**. The militia pays well and dependably. (Neutral)

6 **Aspiration**. I want to be part of stories bigger than processing Tarrasque viscera. (Any)

d6 Bond

1 Death before dishonor.

2 I stand up for the little guy in the city.

3 Whoever is standing beside me, today, are worth my protection.

4 Old friends, my former compatriots, are the best friends.

5 I’ll never forget the criminals that humbled and outmaneuvered my militia.

6 I owe a debt of gratitude for fellow militiamen who saved my life (or covered for my mistake).

d6 Flaw

1 I am inflexible in my thinking.

2 I took criminal actions in the past, and would do anything to keep these secret.

3 I obey the letter of the law, even when I know it’s unjust.

4 I’ve little respect for anyone outside the militia.

5 I am suspicious of strangers and expect the worst of them.

6 My hatred of criminals is blind and unreasoning.