

Trading Gate Watch House Patrol no.1

Lance-Corporal Clovis

Organisation: The Watch.

Background: Ankh-Morpork lower middle class

Niche: Patrol team leader.

Quirks

Already jaded by the job, but carries on regardless.

Focusses hard on the task in hand.

Ham-fisted.

Constable Ingarsson

Organisation: The Watch.

Background: Mountain dwarf born and bred.

Niche: The team's moral centre.

Quirks

"For the Honour of the Mine!" Uh... "Sorry, I meant the Watch."

Very conventional, for good and ill

Knows his weapons, including his fists.

Constable Klump

Organisation: The Watch.

Background: The streets of Ankh-Morpork.

Niche: The team idealist.

Quirks

Believes in justice and reform.

Hobbyist with the crossbow.

Shy.

Constable Shutter

Organisation: The Watch.

Background: Failed Unseen University student.

Niche: Team supernatural problems expert.

Quirks

Can still identify and assess magic, a bit.

Tells the truth and protects the innocent.

Sixth sense for danger.

Constable Wing

Organisation: The Watch.

Background: Hard to say, as he never stops moving.

Niche: Team motivator.

Quirks

Fast on his feet.

Fast talker.

Always plans to be going places.

Lance-Constable Loam

Organisation: The Watch.

Background: Uncomplicated troll.

Niche: The team's brick wall.

Quirks

Unintentionally intimidating.

Selfless.

Starting at the lowest stratum of the cliff.
