Constable

You are a constable hired by the local council or liege to uphold law and order within the town or city.

Constable Features

Criminal Law *Constable Feature*

You know what is legal and what isn't like the back of your hand.

Constabulary *Constable Feature*

You have access to court and criminal records and can recognise well-known criminals on sight.

Stay Down *Constable Feature*

You deal double damage on attacks of opportunity against characters that are prone.

Constable Appeals

In the Name of the Law *Constable Appeal*

Uses: 2
You argue for yourself on the basis of needing to uphold the law.
Check: Persuasion (CHA) vs instinct
Success: Deal 3 resolve damage.

What's Going on Here *Constable Appeal*

Uses: 1
You try to get information about what's happening out of someone.
Check: Persuasion (CHA) vs instinct
Success: Deal 2 resolve damage. If you suspect that there may be criminal matters to investigate, deal 5 resolve damage instead.

General Appeals

Deceive *Appeal*

Uses: ∞
You attempt to bluff, lie, trick, confuse, or mislead someone to help your case, or to believe something that is not true.
Check: Deception (CHA) vs instinct
Success: Deal 1 resolve damage.

Persuade *Appeal*

Uses: ∞
You attempt to influence someone's opinion through logical argumentation and truthful reasoning, or through more underhanded means such as bribery.
Check: Persuasion (CHA) vs instinct
Success: Deal 1 resolve damage.

Intimidate *Appeal*

Uses: ∞
You attempt to frighten or threaten someone in order to make them do what you want.
Check: Intimidation (CHA) vs instinct
Success: Deal 1 resolve damage.

Constable Manoeuvres

Basic Attack *Constable Manoeuvre*

Time: 1 action
Range: Melee
Target: Character or object
Attack: Strength vs defence
Hit: Deal 1d6 + strength damage. If you hit another basic attack on the same target before the start of your next turn, the target falls prone.

Tackle *Constable Manoeuvre*

Before attacking, move at least 4 tiles in a straight line, ending in melee range of the target.
Time: 1 action
Range: Melee
Target: Character
Check: Strength vs agility
Success: Deal 1d12 + strength damage. The target falls prone.