

# STAR KNIGHT

ORDER OF

ARCHETYPE OF

Level

## ARMOUR MASTERY

Gain one of:

- Level 2
- Proficiency with light armour
  - Proficiency with heavy armour
  - Fortification ability with heavy armour granting 20% critical resistance.

## CHALLENGE

As a full action, move and make a single attack against one target. This may be a trick attack.

- Level 4
- Roll an intimidate check, optionally using your base attack bonus in place of total skill bonus, to demoralise the target. If successful, the target is also off-target for any attack not against you.

You cannot challenge the same target for 24 hours.

## KNIGHT ABILITIES

### LEVEL 6 ABILITY

Level 6

=

+

+

### LEVEL 9 ABILITY

Level 9

=

+

+

