

STEWARDS OFFICER

ARCHETYPE OF

Level

DIPLOMATIC TRAINING

Gain Culture and Diplomacy skills, or extra languages.

- Level
2
- May use:
 - Diplomacy in place of Intimidate checks to demoralise a target
 - Culture in place of Life Science checks to identify a humanoid or monstrous humanoid

MILITARY TRAINING

☐ Advanced Melee Weapon Proficiency

Level
6

Weapon Specialisation
[advanced melee weapons]

☐ Longarm Proficiency

Level
6

Weapon Specialisation
[longarms]

Level

4

☐ Improved Unarmed Strike

Level

4

8

12

15

20

Unarmed Strike Damage

1d6

2d6

3d6

5d6

7d6

Level
6

Improved Combat Manoeuvre

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DEMAND SURRENDER

As a full round action, ready an action to attack a foe if they take any action other than to change grip, banter, drop an item, drop prone, sheath a weapon or total defence.

At the same time you may attempt to demoralise the foe; if successful, gain +1 to your attack.

Level

9

If an ally attacks first, you lose your readied action and bonus. Allies can ready an action on the same trigger, and gain the same +1 bonus to attack.

Level
14

Demand surrender as a standard action.

