

Stewards

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Note: This is a rough draft of my rules for “stewards” for Maid RPG. These rules are totally untested, and not even proofread at this point. Any feedback is welcome.

The butler rules in *Maid RPG* require the butler to be singular, powerful, and passive. These optional rules let you create “stewards,” male servants that are much closer to maids. Their power level is more or less the same as maids, and they don’t suffer the severe restrictions of a butler—but god help you if you’re a steward in a mansion that does have a full butler.

The standard uniform of a steward consists of slacks, a dress shirt, a vest, dress shoes, and a cravat. They do not usually wear a jacket like a butler. Theirs is not an easy lot in life. They lack the power of a butler and the allure of a maid, so they often get stuck with particularly menial labor, and are ignored or abused rather than played with.

It is arguably missing the point of *Maid RPG* to let people play male characters without any drawbacks (masters are weak, butlers are difficult and possibly boring), but that is ultimately for the individual GMs to decide. Like everything else in this chapter, this is an optional rule, and the GM is under no obligation to let players use steward characters. Besides which, it’s not difficult to get every bit as weird and perverted with stewards as you customarily do with maids.

Step 1: Attributes

Roll for a Steward's attributes as you would a maid: $2D6 \div 3$, rounded down.

Step 2: Steward Types

Roll 1D6 twice on the table below to get two Steward Types, then apply the modifiers listed to your characters' attributes.

Roll	Type	Modifiers	Description
1	Cool	+1 Cunning, -1 Affection	Cold, calculating, schemer
2	Ecchi	+1 Skill, -1 Luck	Perverted, horny, crafty
3	Manly	+1 Athletics, -1 Will	Masculine, muscular, brutish
4	Nekketsu	+1 Will, -1 Cunning	Hot-blooded, impulsive, heroic
5	Pure	+1 Luck, -1 Skill	Innocent, naïve, inexperienced
6	Shota	+1 Affection, -1 Athletics	Cute, boyish, young

Step 3: Special Qualities and Other Traits

Rolls for each of the following:

- Use the Maid Color tables for your steward's eyes and hair, and the butler suit color table for his suit.
- Roll D66 twice for two Special Qualities from the Butler Special Qualities table. You can substitute a roll from the Maid Special Qualities table for one of these if you wish, though there are several that you would have to alter or outright re-roll. As with other character types, the GM may allow for more than two Special Qualities.
- Use the Maid Roots table to roll for your steward's roots.
- Roll for a Stress Explosion on the usual table.
- Roll for one weapon on the Butler Weapon table.

Step 4: Steward Power

Stewards each receive one Power, based on which of his attributes is highest. If the character has two or more attributes tied for highest, the player picks which one to get a power from. If the character's attributes total to 9 or less, the character gets to roll for two powers. For each power selection, roll 1D6 on the corresponding table noted:

- **Athletics:** Roll on the Athletics Maid Power table.
- **Affection:** Roll on the Partner Butler Power table.
- **Skill:** Roll on the Skill Maid Power table, but change 4-D Dress to "4-D Suit" (same effect).
- **Cunning:** Roll on the Cunning Maid Power table, but replace Fake Crying with Insight (Elite Butler Power #4).
- **Luck:** Roll on the Luck Maid Power table.
- **Will:** Roll on the Will Maid Power table, but replace Absolute Maid with Knowing Laugh (Elite Butler Power #3).

Step 5: Name and Age

Determine your character's name and age however you wish.

Rules For Playing Stewards

In play, stewards work exactly the same as maids, except for the following:

- If you have both a butler and one or more stewards in the same session, the butler is the stewards' superior. Unlike the Master and maids, he can engage them in combat normally (and given a butler's superior attributes, he'll probably win!), and he can give them orders and such as a Head Maid does to normal maids.
- Stewards do not take penalties as per the disrobing rules.
- Stewards lose 1D6 Favor any time they attempt to seduce someone else, and 2D6 Favor if they try to seduce the Master.

Apprentice Stewards

So, if you happen to like the rules for creating apprentices, here are the guidelines for apprentice stewards.

- Apprentice stewards have only one Steward Type, from among Cool, Pure, or Shota. Roll 1D6 on the table below to determine his Steward Type:

Roll	Maid Type
1-2	Cool
3-4	Pure
5-6	Shota

- When rolling attributes, reduce every attribute by 1 point (to a minimum of 0).
- Apprentices do not have Steward Powers or weapons.

The rules for using an apprentice steward are the same as for playing an apprentice maid, plus the above rules differences for full stewards.