

# KLASA PRESTIOWA IMPERIAL MAN-AT-ARMS

Man-at-Arms  
Level



## SILA WOLI

Poziom  
**3** Continue fighting  
Will save DC = **15** + Current  
negative hp

Staggered rather than disabled when hp drops below 0.

## MAN-AT-ARMS

Poziom			Bonus Combat Feat
<b>1</b>	<input type="checkbox"/>	{ Armored Stealth Imperial Battle Training	
<b>2</b>	<input type="checkbox"/>	{ Brother In Arms Commanding Aura	
<b>3</b>	<input type="checkbox"/>	Force Of Will	■
<b>4</b>	<input type="checkbox"/>	No Failure Allowed	
<b>5</b>	<input type="checkbox"/>	Undying Loyalty	■

## ARMORED STEALTH

### ARMOR CHECK

#### PENALTY REDUCTION

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-  =  ÷ 2 (Zaokrąglane w dół)

## IMPERIAL BATTLE TRAINING

### Efektywny

Poziom Poziom Man-at-arms  
Wojownika Wojownika Level

=  +

## BROTHER IN ARMS

Poziom **2** An Imperial Man-at-Arms is assumed to have any  
teamwork feat to allow an ally to use the feat.  
The Man-at-Arms does not himself gain any benefit from  
the teamwork feat.

## NO FAILURE ALLOWED

### WILL SAVE

Poziom **BONUS**

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**4**  +  =

Applies against compulsion and mind-affecting effects.

## UNDYING LOYALTY

Poziom  
**5** Continue fighting  
Will save DC = **20** + Current  
negative hp

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### DURATION

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Avoid death when hp reaches your negative constitution score.  
You die after the effect of Undying Loyalty ends.

Raise Dead or similar spell is necessary to recover,  
but if used during the duration has no material cost.