

# PRESTIGE CLASS IMPERIAL MAN-AT-ARMS

Man-at-Arms  
Level



## MAN-AT-ARMS

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

## ARMORED STEALTH

### ARMOR CHECK

#### PENALTY REDUCTION

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$$- \boxed{\phantom{00}} = \boxed{\phantom{00}} \div 2 \quad (\text{Round down})$$

## IMPERIAL BATTLE TRAINING

Effective

Fighter      Fighter      Man-at-arms  
Level      Level      Level

$$\boxed{\phantom{00}} = \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}}$$

## BROTHER IN ARMS

Level

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

#### BONUS

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$$+ \boxed{\phantom{00}} = \boxed{\phantom{00}}$$

Applies against compulsion and mind-affecting effects.

## FORCE OF WILL

$$\text{Level } 3 \quad \text{Continue fighting} \quad \text{Will save DC} = 15 + \text{Current negative hp}$$

Staggered rather than disabled when hp drops below 0.

## UNDYING LOYALTY

$$\text{Level } 5 \quad \text{Continue fighting} \quad \text{Will save DC} = 20 + \text{Current negative hp}$$

### DURATION

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rds

=

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.