

# CLASSE DI PRESTIGIO IMPERIAL MAN-AT-ARMS



Man-at-Arms  
Level

## MAN-AT-ARMS

Livello			Bonus Combat Feat
1	<input type="checkbox"/>	{ Armored Stealth Imperial Battle Training	
2	<input type="checkbox"/>	{ Brother In Arms Commanding Aura	
3	<input type="checkbox"/>	Forza Di Volontà	■
4	<input type="checkbox"/>	No Failure Allowed	
5	<input type="checkbox"/>	Undying Loyalty	■

## ARMORED STEALTH

### ARMOR CHECK

#### PENALTY REDUCTION

Man-at-arms  
Level

-  =  ÷ 2 (per difetto)

## IMPERIAL BATTLE TRAINING

Effective

Fighter  
Level

Livello  
del Guerriero

Man-at-arms  
Level

=  +

## BROTHER IN ARMS

Livello  
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

### BONUS SALVEZZA

Livello

4

su VOLONTÀ  
+

=

Applies against compulsion and mind-affecting effects.

## FORZA DI VOLONTÀ'

Livello  
3

Continue fighting  
Will save DC

= 15 +

Current  
negative hp

Staggered rather than disabled when hp drops below 0.

## UNDYING LOYALTY

Livello  
5

Continue fighting  
Will save DC

= 20 +

Current  
negative hp

DURATA

Man-at-arms  
Level

rd

=

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.