

CLASE DE PRESTIGIO  
IMPERIAL  
MAN-AT-ARMS



Man-at-Arms  
Level

MAN-AT-ARMS

| Nivel |                          |   | Dotes de Combate Adicionales |
|-------|--------------------------|---|------------------------------|
| 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

Man-at-arms  
Level

-  =  ÷ 2 (Redondear abajo)

IMPERIAL BATTLE TRAINING

Effective  
Fighter  
Level

Nivel de  
Guerrero

Man-at-arms  
Level

=  +

BROTHER IN ARMS

Nivel  
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

SALV VOL  
BONUS

Man-at-arms  
Level

Nivel  
4

+  =

Applies against compulsion and mind-affecting effects.

FUERZA DE VOLUNTAD

Nivel  
3

Continue fighting  
Will save DC = 15 + Current  
negative hp

Staggered rather than disabled when hp drops below 0.

UNDYING LOYALTY

Nivel  
5

Continue fighting  
Will save DC = 20 + Current  
negative hp

Duración

Man-at-arms  
Level

turnos

=

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.