

# IMPERIAL MAN-AT-ARMS

Man-at-Arms  
Level



## MAN-AT-ARMS

Уровень			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"/>	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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$$- \boxed{\phantom{00}} = \boxed{\phantom{00}} \div 2 \quad (\text{Округлять к меньшему})$$

## IMPERIAL BATTLE TRAINING

Effective

Fighter  
Level

Уровень  
Бойца

Man-at-arms  
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$$\boxed{\phantom{00}} = \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}}$$

## BROTHER IN ARMS

Уровень 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

Уровень BONUS

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$$4 + \boxed{\phantom{00}} = \boxed{\phantom{00}}$$

Applies against compulsion and mind-affecting effects.

## FORCE OF WILL

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

Staggered rather than disabled when hp drops below 0.

## UNDYING LOYALTY

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

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ДЛИТЕЛЬНОСТЬ

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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.