

# PRESTIGE CLASS

## IMPERIAL

# MAN-AT-ARMS

Man-at-Arms  
Level



### MAN-AT-ARMS

Level			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

Man-at-arms  
Level

$$- \boxed{\phantom{00}} = \boxed{\phantom{00}} \div 2 \quad (\text{Naar beneden afgerond})$$

### IMPERIAL BATTLE TRAINING

Effective

Fighter  
Level

Fighter  
Level

Man-at-arms  
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

Level

4

WILL SAVE  
BONUS

Man-at-arms  
Level

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

Applies against compulsion and mind-affecting effects.

### FORCE OF WILL

Level

3

Continue fighting

Will save DC

= 15 +

Current

negative hp

Staggered rather than disabled when hp drops below 0.

### UNDYING LOYALTY

Level

5

Continue fighting

Will save DC

= 20 +

Current  
negative hp

DURATION

Man-at-arms

Level

hrs =

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.