

PRESTIGE CLASS

IMPERIAL

MAN-AT-ARMS

Man-at-Arms
Level



FORCE OF WILL

Уровень 3 Continue fighting Will save DC = 15 + Current negative hp

Staggered rather than disabled when hp drops below 0.

UNDYING LOYALTY

Уровень 5 Continue fighting Will save DC = 20 + Current negative hp

DURATION

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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.

MAN-AT-ARMS

Уровень

Bonus
Combat
Feat

1 ☐ Armored Stealth Imperial Battle Training

2 ☐ Brother In Arms Commanding Aura

3 ☐ Force Of Will

4 ☐ No Failure Allowed

5 ☐ Undying Loyalty

ARMORED STEALTH

ARMOR CHECK

PENALTY REDUCTION

Man-at-arms
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- = ÷ 2 (Округлять к меньшему)

IMPERIAL BATTLE TRAINING

Effective

Fighter
Level

Уровень
Бойца

Man-at-arms
Level

= + +

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 + =

Applies against compulsion and mind-affecting effects.