

CLASSE DE PRESTIGE IMPERIAL MAN-AT-ARMS



Man-at-Arms
Level

MAN-AT-ARMS

Niveau			Don de combat supplémentaire
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

$$- \boxed{} = \boxed{} \div 2 \quad (\text{arrondi à l'inférieur})$$

IMPERIAL BATTLE TRAINING

Effective

Fighter
Level

Niveau de
Guerrier

Man-at-arms
Level

$$\boxed{} = \boxed{} + \boxed{} + \boxed{}$$

BROTHER IN ARMS

Niveau

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

BONUS

Man-at-arms
Level

Niveau

4

$$+ \boxed{} = \boxed{}$$

Applies against compulsion and mind-affecting effects.

FORCE DE VOLONTÉ

Niveau

3

Continue fighting
Will save DC

= 15 + Current
negative hp

Staggered rather than disabled when hp drops below 0.

UNDYING LOYALTY

Niveau

5

Continue fighting
Will save DC

= 20 + Current
negative hp

DUREE

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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.

$$\boxed{} \text{ trs} = \boxed{}$$