

CLASSE DE PRESTÍGIO IMPERIAL MAN-AT-ARMS

Man-at-Arms
Level



FORÇA DE VONTADE

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

Staggered rather than disabled when hp drops below 0.

MAN-AT-ARMS

Talentos Bônus de Combate

Nível		
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 <input checked="" type="checkbox"/>
4	<input type="checkbox"/>	No Failure Allowed
5	<input type="checkbox"/>	Undying Loyalty <input checked="" type="checkbox"/>

ARMORED STEALTH

ARMOR CHECK

PENALTY REDUCTION

Man-at-arms
Level

- = ÷ 2 (Arredonda para Baixo)

IMPERIAL BATTLE TRAINING

Effective

Fighter
Level

Nível de
Guerreiro

Man-at-arms
Level

= +

BROTHER IN ARMS

Nível
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

Nível
4

+ =

Applies against compulsion and mind-affecting effects.

UNDYING LOYALTY

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

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.

DURACÃO

rds

Man-at-arms
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