

PRESTIGE CLASS IMPERIAL MAN-AT-ARMS

Man-at-Arms
Level



FORCE OF WILL

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

Staggered rather than disabled when hp drops below 0.

UNDYING LOYALTY

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

DURATION

Man-at-arms
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Runden

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

Stufe			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
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- = ÷ 2 (abrunden)

IMPERIAL BATTLE TRAINING

Effective
Fighter
Level

Kämpfer-
stufe

Man-at-arms
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= + +

BROTHER IN ARMS

Stufe 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

WILLEN
BONUS

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Stufe 4 + =

Applies against compulsion and mind-affecting effects.