

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

$$- \boxed{} = \boxed{} \div 2 \quad (\text{Round down})$$

IMPERIAL BATTLE TRAINING

Effective

Fighter
Level

Fighter
Level

Man-at-arms
Level

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

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

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

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

rds

=

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.