## KŁŻSŻ PRESTI DWŻ

## IMPERIXL

## **市太Y-太T-太R市S**

Man-at-arms

Level

Poziom Man-at-arms

Poziom teamwork feat to allow an ally to use the feat.

Level

BROTHER IN ARMS An Imperial Man-at-Arms is assumed to have any

NO FAILURE ALLOWED

Man-at-arms

Level

Applies against compulsion and mind-affecting effects.

The Man-at-Arms does not himself gain any benefit from

Wojownika

the teamwork feat.

WILL SAVE

Poziom BONUS

÷ 2

IMPERIAL BATTLE TRAINING

ARMOR CHECK **PENALTY** 

REDUCTION

Efektywny

Poziom Wojownika



(Zaokrąglane w dół)

Man-at-Arms Level

| Rt MANO | *        |                                   |      |   | S                      |
|---------|----------|-----------------------------------|------|---|------------------------|
| Oncan   | Poziom 3 | Continue fighting<br>Will save DC | = 15 | + | Current<br>negative hp |

Staggered rather than disabled when hp drops below 0.

SIŁA WOLI

|                    | MAN-AT-ARMS          | *                       | UNDYING LOYALTY  |                     |
|--------------------|----------------------|-------------------------|--|---------------------|
| Poziom<br><b>1</b> | ☐                    | Bonus<br>Combat<br>Feat | Poziom Continue fighting  5 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. | Man-at-arr<br>Level |
| 2                  | □                    |                         | Raise Dead or similar spell is necessary to recover, but if used during the duration has no material cost.   |                     |
| 3                  | ☐ Force Of Will      |                         |  |                     |
| 4                  | ☐ No Failure Allowed |                         |  |                     |
| 5                  | ☐ Undying Loyalty    |                         |  |                     |
|                    | ARMORED STEALTH      | -I                      |  |                     |