

# PRESTIGE CLASS

## IMPERIAL

# MAN-AT-ARMS

Man-at-Arms  
Level



## FORCE OF WILL

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

Staggered rather than disabled when hp drops below 0.

## UNDYING LOYALTY

Nível  
**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.

## MAN-AT-ARMS

Nível			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

- = ÷ 2 (Arredonda para Baixo)

## IMPERIAL BATTLE TRAINING

Effective

Fighter  
Level

Fighter  
Level

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  
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Nível

4

+

=

Applies against compulsion and mind-affecting effects.