PRESTIGE CLASS

IMPERI太上





Man-at-Arms

				Level
``		MAN-A	T-ARMS	
Lev 1	_	Armored Ste		Bonus Combat Feat
2		Brother In Ar Commanding		
3		Force Of Will		
4	. 🗆	No Failure Allo	owed	
5		Undying Loyal	lty	
		ARMOREI	STEAL	TH
PENAL REDUC	CTION	Man-at-arms Level = PERIAL BAT	÷ 2	(Round down)
Effective Fighter Level	e	Fighter Man-at Level Lev		
	=	+	+	
``		BROTHER	RINARI	MS .
Level 2	teamw	erial Man-at-Arm ork feat to allow a	s is assume in ally to use	d to have any
``]	NO FAILUR	E ALLOV	WED
Level	WILL	Iviui	n-at-arms Level	

Applies against compulsion and mind-affecting effects.

		WI	

Level	Continue fighting				Current
3	Will save DC	Ξ	15	+	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-arn Level
	Avoid death when hp reaches your negative constitution score. You die after the effect of Undying Loyalty ends.	rds	=
	Raise Dead or similar spell is necessary to recover, but if used during the duration has no material cost.		
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