

# PRESTIGE CLASS

## IMPERIAL

# MAN-AT-ARMS

Man-at-Arms  
Level



## FORCE OF WILL

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

Staggered rather than disabled when hp drops below 0.

## MAN-AT-ARMS

Уровень

1

☐

{ Armored Stealth  
Imperial Battle Training

Bonus  
Combat  
Feat

2

☐

{ Brother In Arms  
Commanding Aura

3

☐

Force Of Will

☒

4

☐

No Failure Allowed

5

☐

Undying Loyalty

☒

## ARMORED STEALTH

### ARMOR CHECK

PENALTY  
REDUCTION

Man-at-arms  
Level

- = ÷ 2 (Округлять к меньшему)

## IMPERIAL BATTLE TRAINING

Effective

Fighter  
Level

Fighter  
Level

Man-at-arms  
Level

= + +

## BROTHER IN ARMS

Уровень 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

Уровень BONUS

Man-at-arms  
Level

4

+

=

Applies against compulsion and mind-affecting effects.

## UNDYING LOYALTY

Уровень 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.