

# CLASE DE PRESTIGIO IMPERIAL MAN-AT-ARMS



Man-at-Arms  
Level

## MAN-AT-ARMS

Nivel			Dotes de Combate Adicionales
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

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$$- \text{ [ ] } = \text{ [ ] } \div 2 \quad (\text{Redondear abajo})$$

## IMPERIAL BATTLE TRAINING

Effective

Fighter  
Level

Nivel de  
Guerrero

Man-at-arms  
Level

$$\text{ [ ] } = \text{ [ ] } + \text{ [ ] } + \text{ [ ] }$$

## BROTHER IN ARMS

Nivel

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

### SALV VOL

#### BONUS

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Nivel

4

$$+ \text{ [ ] } = \text{ [ ] }$$

Applies against compulsion and mind-affecting effects.

## FUERZA DE VOLUNTAD

Nivel

3

Continue fighting  
Will save DC

= 15 +

Current  
negative hp

Staggered rather than disabled when hp drops below 0.

## UNDYING LOYALTY

Nivel

5

Continue fighting  
Will save DC

= 20 +

Current  
negative hp

Duración

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turnos

=

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.