

PRESTIGE CLASS

IMPERIAL

MAN-AT-ARMS

Man-at-Arms
Level



FORZA DI VOLONTÀ'

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

Staggered rather than disabled when hp drops below 0.

UNDYING LOYALTY

Livello
5 Continue fighting
Will save DC **= 20 +** Current
negative hp

DURATION

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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

Livello		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"/> Forza Di Volontà	■
4	<input type="checkbox"/> No Failure Allowed	
5	<input type="checkbox"/> Undying Loyalty	■

ARMORED STEALTH

ARMOR CHECK

PENALTY
REDUCTION

Man-at-arms
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- = ÷ 2 (per difetto)

IMPERIAL BATTLE TRAINING

Effective
Fighter
Level

Livello
del Guerriero

Man-at-arms
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= +

BROTHER IN ARMS

Livello
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

BONUS SALVEZZA
Man-at-arms
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Livello
4 + =

Applies against compulsion and mind-affecting effects.