

# CLASSE DE PRESTÍGIO IMPERIAL MAN-AT-ARMS



Man-at-Arms  
Level

## MAN-AT-ARMS

Talentos Bônus de Combate

Nível		
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 <input checked="" type="checkbox"/>
4	<input type="checkbox"/>	No Failure Allowed
5	<input type="checkbox"/>	Undying Loyalty <input checked="" type="checkbox"/>

## ARMORED STEALTH

### ARMOR CHECK

#### PENALTY REDUCTION

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$$- \text{ [ ] } = \text{ [ ] } \div 2 \quad (\text{Arredonda para Baixo})$$

## IMPERIAL BATTLE TRAINING

Effective

Fighter Level      Fighter Level      Man-at-arms Level

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

## 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

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$$\text{Nível 4 } + \text{ [ ] } = \text{ [ ] }$$

Applies against compulsion and mind-affecting effects.

## FORCE OF WILL

$$\text{Nível 3 } \text{Continue fighting Will save DC} = 15 + \text{Current negative hp}$$

Staggered rather than disabled when hp drops below 0.

## UNDYING LOYALTY

$$\text{Nível 5 } \text{Continue fighting Will save DC} = 20 + \text{Current negative hp}$$

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.

### DURACAÇÃO

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

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